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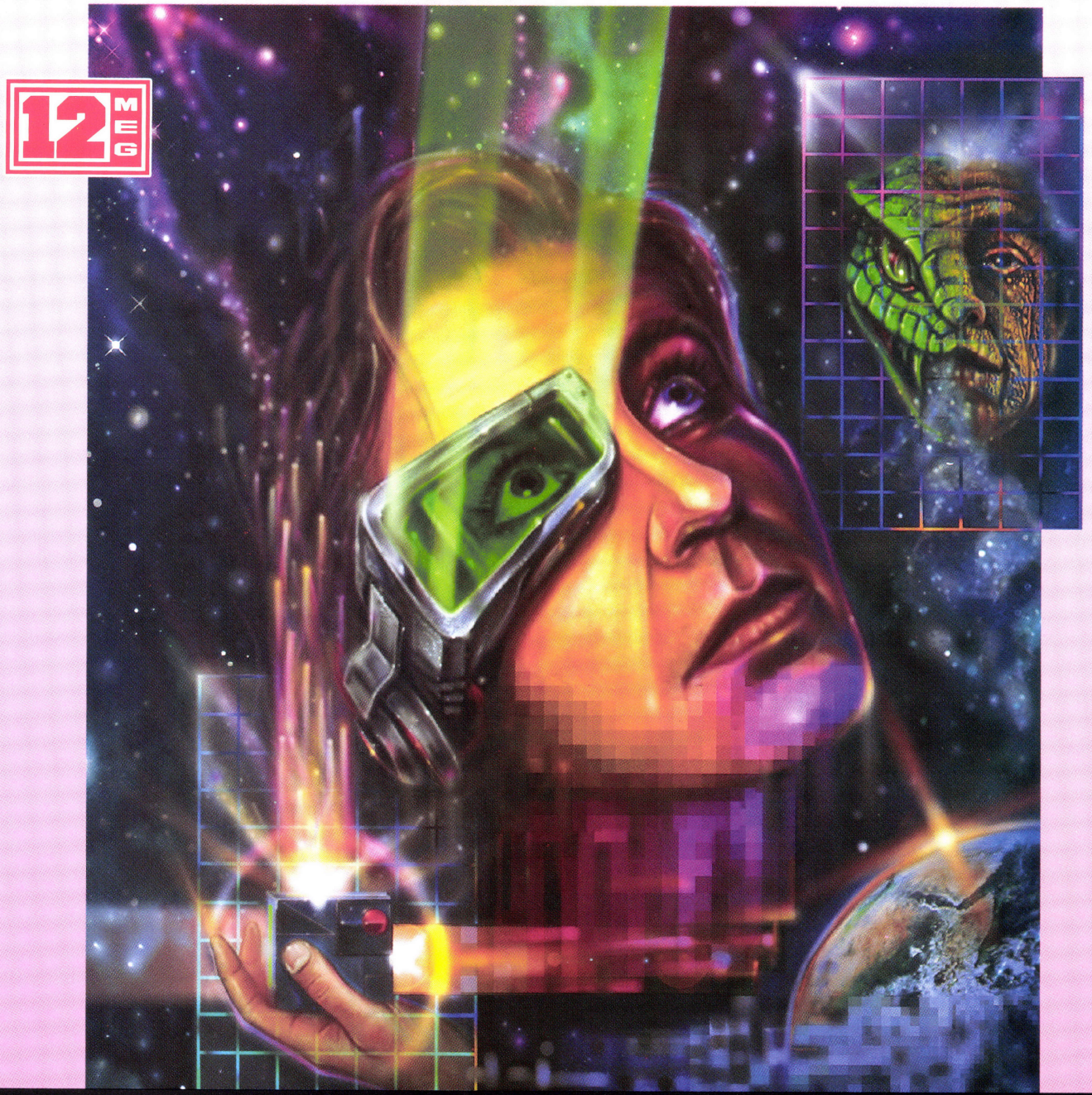

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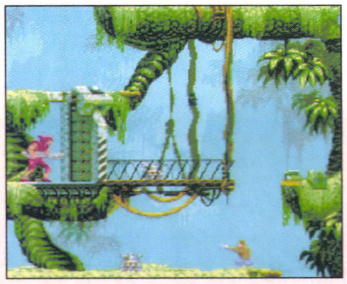
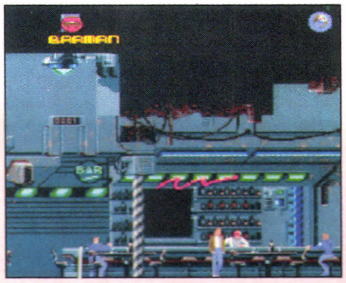
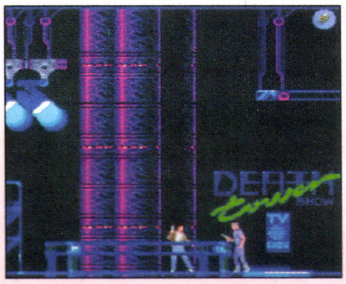


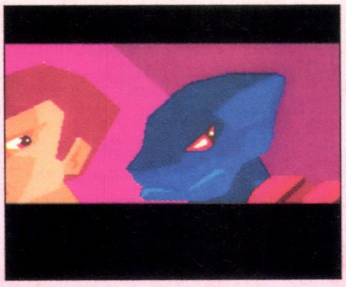
Planet Titan: *It's a jungle out there. Filled with mutants, antimatter fields and other weird stuff.*



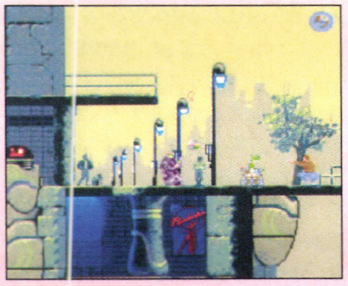
New Washington: *Find your memory (remember that?) then go under cover to avoid the Heat.*



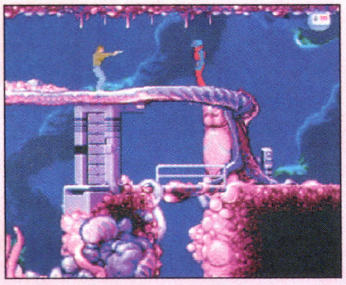
Death Tower: *In a futuristic gladiator battle, it's a fight to the finish against replicants.*



Paradise Club: *You sniff out the aliens' bizarro plans but now they're on to you dude.*



Earth: *Oops! Your identity is uncovered. Now robot cops want to pulverize you.*



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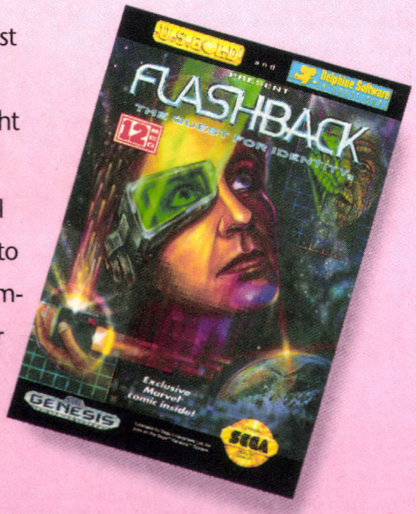

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MEGA PLAY

The All-Sega™ Magazine

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PRESS START

Street Fighter 2 Champion Edition - Delayed...Why?

We were quite surprised when Capcom called us to let us know that the release date for the Genesis version of Street Fighter 2 Champion Edition was being pushed back from June to September. Our first question was obviously...Why? and the answer was quite cryptic... "Capcom of Japan wants to take additional time to enhance the game." When we tested an 80% complete version a while back, everything seemed to be in place. The control was precise, the graphics were detailed (for Genesis standards) and all of the CE moves were intact. Capcom of Japan hasn't announced what these "enhancements" are, but rumor has it that it might just be a complete upgrade to the Turbo CE version.

There is more to the story, though. Back in March, just when everything seemed to be going well, with Sega getting an 'exclusive' window on having the only CE version out in the States, Capcom of Japan released two screen shots of an upcoming version of the Turbo SF2 CE for the Japanese Super Famicom. Of course, this news quickly spread to the States, and Capcom U.S.A. responded with a news release where they acknowledged the game's existence in Japan, and that the game was currently "under consideration" for a North American release. A couple of weeks later, the big news hit..."Both the Genesis CE version and the Turbo CE Super NES cartridge will be coming out in the U.S. in September."

Hopefully the game is truly being "enhanced" and there isn't any Japanese Nintendo/Capcom politics going on. I would imagine that there would be a lot of people, including all the white shirts at Sega, who wouldn't be too pleased to find out that their Genesis version is being held back because the big 'N doesn't want an exclusive window given to Sega.

On the other hand, while the Genesis version plays well, it certainly needs more color. Having played both the PC Engine and the Genesis versions, the PC Engine cart easily comes out on top, mainly because it looks great. The difference in on-screen colors is major. Now that Capcom has more time, perhaps they can go back and "enhance" the colors.

It won't be a complete Street Fighter 2-less summer, though. The one version that isn't affected by the "enhancements" is the 20-Megabit Japanese PC Engine SF2 CE card. It is still scheduled for a June release in Japan, and with an inexpensive 'pin switching' board, U.S. players will be able to play the CE on their TurboGrafx or Duo systems.

There should be a lot of answers at the Summer CES, so stay tuned as we'll have the complete story in the next issue!

ED SEMRAD
Editor

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Here's one date you won't forget!

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CONTENTS

Mega Play Has The Latest Sega News!

4 - EDITORIAL - The Genesis version of Street Fighter 2 CE will be delayed until September: Mega Play investigates why.

10 - MEGA MAIL - Got questions? We've got the answers! Find out all you'd like to know about Capcom's new six-button controller, the role of women in video games, and Sega's Mega-CD Classic Disc.

14
HI-TECH SEGA
Mega Drive 2, Mega-CD 2 in Japan stores now...Sega's Tap...Sega and Time Warner announce cable channel...SF2 CE delayed.

24
COMING ATTRACTIONS
Phantasy Star 4 looms ever closer to completion - and to these shores as Mega Play gets the inside scoop on this hot RPG!

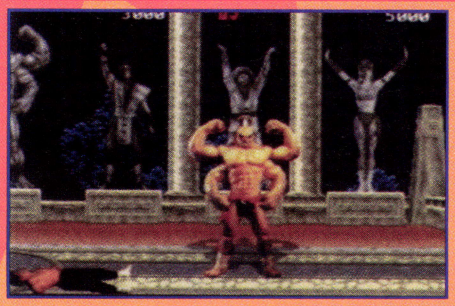
18 - MEGA TRICKS: FLASHBACK, STREETS OF RAGE 2, THE HUMANS, MUHAMMAD ALI CHAMPIONSHIP BOXING, WIMBLEDON TENNIS, TYRANTS, TINY TOON ADVENTURES: BUSTER BUSTS LOOSE, FATAL FURY, DEADLY MOVES, ECCO, ROAD RASH 2.

24 - COMING ATTRACTIONS: PHANTASY STAR 4, GOLDEN AXE 3, EXPERANZA, SILPHEED, JOE & MAC, DINOSAURS FOR HIRE, HAUNTING, NIGHT STRIKER, SURF NINJAS, GUNSTAR HEROES, COLLEGE FOOTBALL, TIME DOMINATOR, SWITCH, ZOMBIES ATE MY NEIGHBOR, DESERT STRIKE, KICK 'N RUSH SOCCER, JAMES BOND: THE DUEL.

30 - MEGA PREVIEWS: MORTAL KOMBAT, STREET FIGHTER II CE, ROCKET KNIGHT ADVENTURES, ROBO ALESTE CD, TERMINATOR CD, STREETS OF RAGE 2, TOYS, WARP SPEED, MIG 29, DAVIS CUP, DRACULA CD.

54 - MEGA FILES: FINAL FIGHT CD, BATMAN RETURNS CD, LAND OF ILLUSION, JUNGLE STRIKE.

64 - MEGA REVIEWS: BLASTER MASTER 2, COOL SPOT, CYBORG JUSTICE, FATAL FURY, STREETS OF RAGE 2.

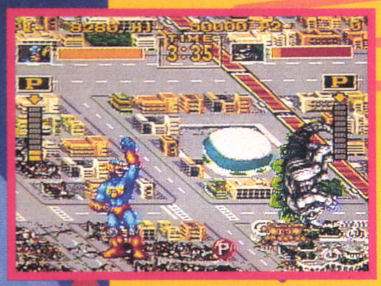


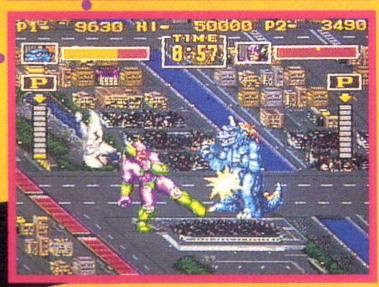
30
MEGA PREVIEW SPECIAL
Mortal Kombat has hit both the Genesis and Game Gear! Our four-page preview is like nothing you've ever seen before!

36
MEGA PREVIEW SPECIAL
Can't wait until September?! Check out our four spectacular pages on Street Fighter II CE coming soon to the Genesis!

56
MEGA FILE
This month Mega Play takes you on a wild ride with Final Fight CD, Batman Returns CD, Land of Illusion and Jungle Strike!

KING OF THE MONSTERS





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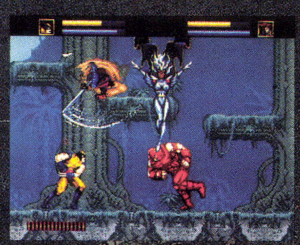
Hear the sound razor-sharp adamantium Claws make as they extract their revenge.



Juggernaut is one tough mutant, even against Wolverine's fierce claws. Fire Gambit's energized cards and introduce Juggernaut to Storm's tornado force winds.

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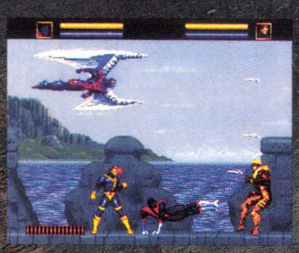
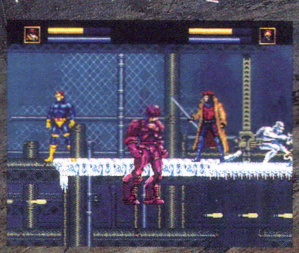
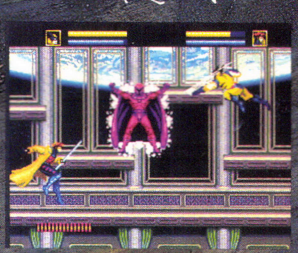


Sabretooth growls his defiance. Cyclops needs Archangel's razor sharp blades to help Nightcrawler send him back to his maker.



Cyclops watches for Sentinel attacks as Gambit uses Iceman's bridge to annihilate the hovering Sentinel.



The final battle takes place on Asteroid M. Defeat Magneto's Acolytes and the Master of Magnetism appears.

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MEGA MAIL

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TAKING CONTROL...

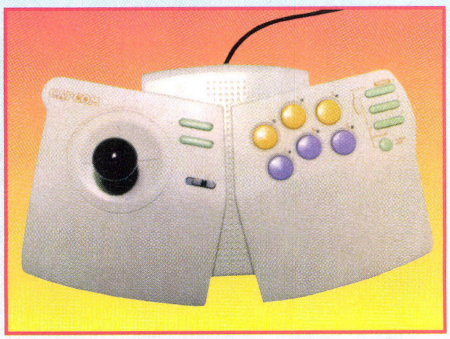
Since the big news hit about Street Fighter II Champion Edition coming to the Genesis, an interesting question popped up. Will you be able to do all the moves with Sega's strange Activator? That would be a nice touch to bring life to this peripheral, and when will the six-button controller go on sale in America?

Jeffrey Corbin
Honolulu, HI

Will there be any six-button joysticks coming out for use with Street Fighter II CE or Mortal Kombat? It just wouldn't feel the same to play these games using a standard pad. If so, how much will something like this cost?

Rick Helmann
Springfield, IL

(Ed. Sega has announced that many of their games will be Activator compatible. They haven't stated whether SF2 CE will work with the new peripheral. Capcom has designed a six-button joystick similar to the design of their Super NES model. The price will be the same as well.)



Capcom's 6-button joystick will be similar in size and shape to the Super NES one.

CD, OR NO CD?

The Sega CD may be an all-new system here in the States, but since it was released in Japan a while ago, don't you think that Sega could include some really cool pack-in disks? I know that those four games may be so old that you can't find them anymore, but what about those players that still own them? Did the Mega-CD come with the same pack-in disk? You guys never talked about it much and I'm just curious. Also, what are the differences between the original cartridges and the new CD Classic Disc?

Don Webbin
Houston, TX

The Mega-CD Classic Disc was limited in release and has the same games.

(Ed. While it is true that these games are quite old, that's why the disc is called Classic Disc. Golden Axe, Shinobi, Streets of Rage, and Columns were the big sellers for Sega in their early years. Yes, there is a Classic Disc CD available for the Mega-CD that was released for a limited time only in marked boxes of the Mega-CD. It contained the same four games as our version. The only difference is the Japanese artwork on the box cover. As for the changes, Golden Axe is now a one-player game with CD music, Columns has CD title screen music but then changes to cart music, Streets of Rage has better sound effects but no CD music from Yuzo Koshiro, and Shinobi has new voices whenever you perform magic.)

AVAILABLE WHEN?

You guys print a fine publication but lately, something has been bothering me. I've noticed that in your Mega File of Elemental Master in the April 1993 issue of Mega Play, it states that the game is available now, but it's only 95% complete. Are the games not finished when they're released in stores?

Kevin Holland
Boulder, CO

(Ed. No, the games are 100% complete when they reach store shelves. When we put down that the game is only 95% complete, it means that the preliminary version we were given to use was only 95% complete. Our short lead time usually only allows for unfinished copies to be shown. If we always waited for completed copies, you wouldn't see the games in our mag until the games were already out in the stores. The few percent that remains is usually language translation or tuning of the control.)

THE MYSTERIOUS BAR...

It's great to see that SF 2 is coming to the Genesis. In EGM I saw the comparison pics of all the versions and I noticed that the Genesis version of SF 2 has a black bar behind the score and the game looked smaller, too. Any reason?

Scott Tippman
Dale City, VA

The smaller game screen is the culprit behind the mysterious black bar!

(Ed. The only reason for the black bar behind the score is because Capcom has compressed the game screen proportionately smaller.)

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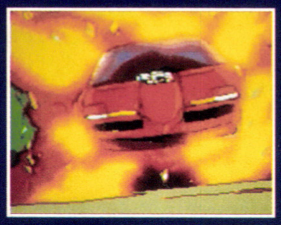

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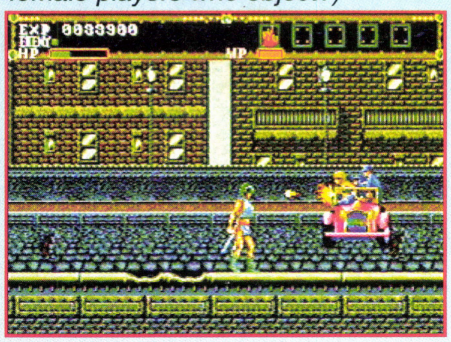
WOMEN IN ACTION...

This question is probably asked many times, but I am curious. Why aren't there more video games depicting women as the heroines? I haven't seen many games (I'm not saying there aren't any out there) which show the women trying to rescue their boyfriends, or just trying to save the world. Also, why do most video games depict women half-naked and very over developed? I understand that a person who's about to save the world must be in shape, but come on! How about a little equal opportunity where the men run around in nothing but bikini briefs?! I know some girls like me are getting tired of the stereotypes.

Imarvies Scrubb
Brooklyn, NY

(Ed. Actually, we really don't get too many letters about this! To answer your question, there are some games that do depict women as the heroines. For Sega systems, the first one that comes to mind is Blaze from Streets of Rage 2. Other women include Alisia Dragoon, Yuko from Valis III, Ariel from the Little Mermaid, Alis from the original Phantasy Star, the infamous Ms. Pac-Man, Madison and Crystal from Trouble Shooter, Annette from El Viento, the female agent from Rolling Thunder 2 and Jennifer Capriati from her tennis game. Whew! As you can see, there are a lot of female stars in video games. As for the part about less revealing clothing for the women, that's a more difficult aspect because there are many male players who don't object to those graphics. Any more female players who object?)



Annet from El Viento is one of the many female heroines in video games.

GAMING RACISM?

I'm 16 years old and video games are my life. I'm always the first one with all the new games. I like all the systems but I have one complaint: the amount of black people in video games! The only time you see Afro-American people are in sports and fighting games. Why? Is it that all blacks can do is fight, have a good jump shot, or hit a ball with a bat? This is annoying to me and other black people in my school. This seems very stereotypical. Why couldn't Mega Man, Mario or even Simon Belmont be black? That wouldn't hurt anyone, would it?

Christopher A. Jones
Ft. Washington, MD

Afro-Americans do star in great games like Global Gladiators from Virgin.

(Ed. It's true that the amount of Afro-Americans starring in video games has been lacking, but I wouldn't think of this as gaming racism. More and more games are beginning to use Afro-Americans. For instance, Mick & Mack as the Global Gladiators from Virgin features a black or a white character who must battle global pollution. Contra III from Konami also features a black character battling hordes of aliens. Want more? How about Smash T.V. and Total Carnage which also have black characters? Your point about the large number of Afro-Americans in sports or fighting games is a valid one, but also notice that many of these games also have Orientals, Indians, Afro-Americans and Caucasians, to name a few. I don't know when the current trend of predominately white characters will fade, but many companies could change their ideas.)

BOGUS CARTS...

I want to ask you guys a question that has been bothering me. I own a Mega Drive system and around 10 carts already. Most of my cartridges have a screen that says "Under license or produced by Sega Enterprises Ltd." I have one Multi-game cartridge and it doesn't have this screen. Is this game illegal? If it is, why doesn't Sega trace and act against these software pirates? Most of these companies are based in Taiwan and Singapore.

Alfred Vince Emmanuel
Quezon City, Philippines

(Ed. Cartridges that contain more than one game on them are usually illegal games, but when you don't see that licensing screen on Mega Drive or Genesis, that game is definitely illegal. Both Nintendo and Sega have been cracking down on the number of illegal games entering the United States. Customs Agents now search for any unlicensed product that reaches these shores, including video games and other electronics. The illegal games have reached almost all the systems including the GameBoy, Game Gear, Famicom, and the Mega Drive. These illegal games are usually produced in Taiwan and Singapore and the reason they are illegal is because they are using copyrighted characters like Sonic the Hedgehog, Mario, Mega Man, and others without permission from the game companies. The company producing these carts never took the time to pay for the rights to use the characters. These direct rip-off games should not be purchased no matter how tempting they may be!)

Game Gear has been negatively affected by Multi-game cartridges like this one.

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HI-TECH SEGA

STREET FIGHTER 2 CE DELAYED UNTIL SEPTEMBER!

Capcom U.S.A. has just announced that their Genesis version of Street Fighter 2 Champion Edition will not be released in the States until August/September. No reason for the delay was given, however they did go on to say that both the Genesis CE version and the Super NES Turbo CE cart would be released at the same time.

Sources in Japan have stated that the delay could be attributed to the fact that neither Capcom nor Sega would have their six-button controller ready in June. Without this special stick, game play would be compromised and Capcom of Japan evidently wants the best possible conditions for the players.

Capcom's controller will be ready in August/September and Sega's controller in September. While Sega has a six-button controller in the stores in Japan, Sega of America is redesigning it to better suit the tastes of the American game players.

Street Fighter 2 Champion Edition for the Genesis has been delayed until September!

SEGA CHANNEL TO BEGIN BROADCASTING THIS YEAR!

Sega, Telecommunications Inc. and Time Warner Entertainment (the world's two largest cable companies) have just inked a deal to form a joint venture to develop and market "The Sega Channel." This new concept will offer Sega Genesis owners access to a large library of video games via a channel on cable television.

The Sega Channel, to be priced in the range of most pay-cable subscription services, will be launched in test markets this fall. If all goes well, TSC could be available to all U.S. cable systems by early 1994!

Sega states that the subscribers to its channel will be able to choose from a wide selection of popular games, previews, soon-to-be released titles, game play tips, news, contests and promotions. They plan to update the programming every month.

To get TSC, subscribers will have to purchase a special tuner/decoder cartridge which plugs into the Genesis and attaches to the TV cable. After selecting the item desired, the game is downloaded into the cartridge for play as long as the Genesis is turned on. No prices have been set yet.

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TELEPLAY™ by Baton Technologies hits your favorite stores by August 1993. Remember, it uses the latest in telecommunication developments to let you play against a friend in a different location. Teleplay includes "Terran Wars", a head-to-head, fast action, arcade style space game.

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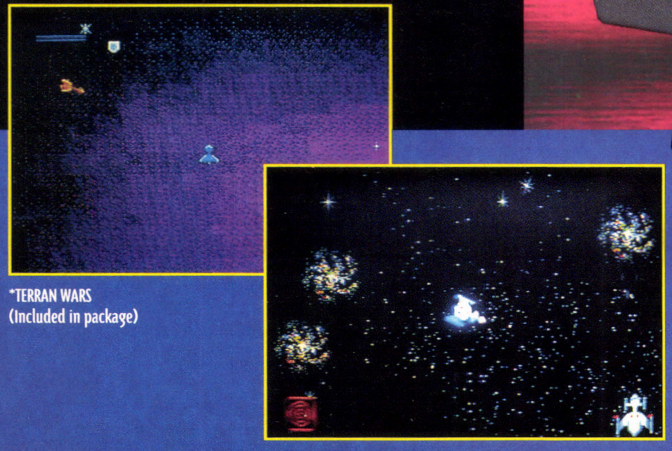

*TERRAN WARS
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*Teleplay for SNES will be available for Christmas.

*Additional games will be available for cross platform (NES/SEGA/SNES) play.

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NEW MEGA DRIVE 2 AND MEGA-CD 2 NOW IN STORES IN JAPAN!

Sega of Japan has just brought out a new version of their 16-Bit game system/CD combo. The new components are called the Mega Drive 2 and Mega-CD 2.

What is most important about these systems are their prices. By consolidating circuitry and removing some of the minor features Sega has been able to reduce the list prices of the MD2 to 12,800¥ ($105) and 29,800 ¥ ($250) for the CD2. It should be noted that these prices are 'bare bones' and do not include any software. These are list prices, though. The MD2, discounted, will sell for about $85 (20% off) and the CD2 is expected to approach $225 (10% off).

When officials at Sega of America were contacted for comment (see the article on Page 52 in the May issue of EGM), they pointed out that it will be very difficult to match these prices here in the U.S. Extra costs due to shipping, handling and customs are the additional 'hidden costs' that the U.S. products must have built in.

For the most part, the MD2 and CD2 are functionally the same as the older versions. Gone though are the earphone jack and volume control on the MD2. The differences in the CD players are the simpler access LED light and the new 'clam-like' CD door. A new six-button controller is the pack-in stick with the MD2.

In order to be more price competitive, Sega will release a new Mega Drive 2 and Mega-CD 2 with fewer features.

The Mega-CD 2 is in the stores in Japan!

Sonic stars in the new opening demo.

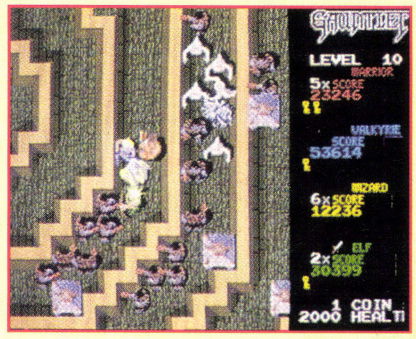
The Mega-CD 2 will also work with the older Mega Drive with an extender plate.

SEGA READIES SEGA TAP AND GAMES!

Sega is just putting the finishing touches on their new four-player adapter called the Sega Tap. Sources have told our editors that the tap will be at CES along with one or two games.

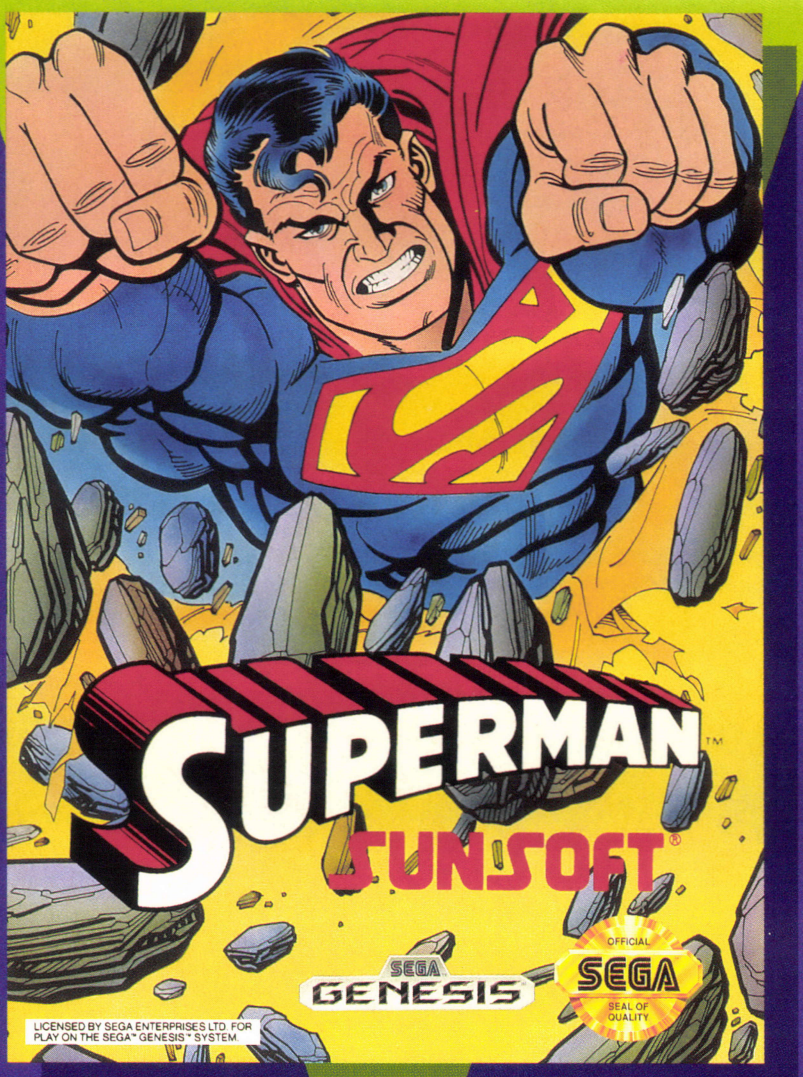
One of the games will be a soccer game called Striker, which is being prepared in England. The second game will probably be Tengen of Japan's Gauntlet.

The Sega Tap is currently out in Japan and it costs about 3000¥ ($25). It will be available this fall in the U.S. for about the same price.



The four-player adapter and games are scheduled for release later this year!

KRYPTONITE™ NOT INCLUDED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MEGA TRICKS!!!

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FLASHBACK
(U.S. Gold/Genesis)

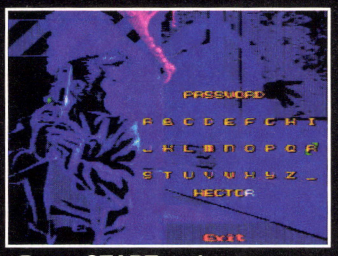
All Level Codes

This is every code for the Easy, Normal, and Expert categories on Flashback. Just move down to the Password option and put in the following codes for the new and different levels.

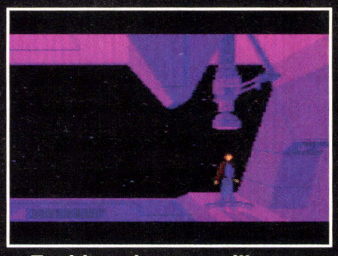
EASY	NORMAL	EXPERT
1. PIXEL	1. FALCON	1. CLIO
2. BESTY	2. DATA	2. ACRTC
3. PANCHO	3. MILORD	3. BLOB
4. STUDIO	4. QUICKY	4. STUN
5. TOHO	5. BIJOU	5. MIMOLO
6. AKANE	6. BUBBLE	6. HECTOR
7. INCBIN	7. CLIP	7. KALIMA

Tyler LaGrange, Winter Pk., FL

Move down and highlight the Password option at the title.



Press START and enter your code at the Password screen.



Exciting cinemas will open the scene of certain levels.

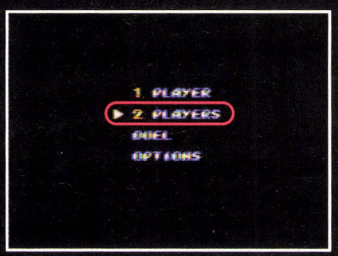
These codes will bring you to the beginning of every level!

STREETS OF RAGE 2
(Sega/Genesis)

Same Character Code

Have you ever had the problem in a two-player game where your friend picks the character you wanted to be? This will not be a problem anymore when you utilize this trick for the same characters on a two-player game. This is how to do it: you must have two controllers plugged into the Genesis. At the title screen, press and hold RIGHT on the first controller and the B button at the same time. On the second controller, press and hold LEFT and the A button. With all of these buttons held on both controllers, press the C button on the second controller. On the next screen that shows up, choose a two-player game. When the "Select Player" screen appears, players 1 and 2 will be able to pick the same characters. These characters look exactly alike, so be careful.

When the title screen appears, do the trick with pads 1 and 2.



After you do this, choose the 2-player option on this screen.

Pick the same characters on the "Select Player" screen.

Now play the game with twins! Find out which one you are!

THE HUMANS
(Gametek/Genesis)

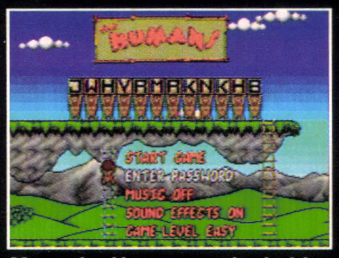
Level Passwords

Here are 55 of the passwords for this challenging Genesis puzzle game. To access any of these levels, just go past the title screen and you will be able to move a Human up and down a ladder, ready to pick multiple options. Move him to the "Enter Password" option. An arrow will appear above the first letter in the password in the upper half of the screen. Take the first controller and move the pad UP or DOWN to choose each letter in the password. Once you have completed entering one of these passwords, make sure you have all of your options chosen, and then move to "Start Game." You will then arrive at the beginning of the level you chose. Just enter the following passwords:

01. - JWHVRMRKNKHB
02. - YHQBSBGTSFXY
03. - DGTVQBWXBJNC
04. - PBGPGHQZMZGT
05. - TMHCPYPCDQHQ
06. - DTMFCPWJWFPW
07. - FKNMZXDGJKBW
08. - XSJKNQLMFHWZ
09. - DVDQTNKTMHSF
10. - VYJMDMPVXHHD
11. - SDKJRGJHDWZQ
12. - HCDFWZSNXCPH
13. - CBJHXXDMHSVL
14. - FPYBCXGPMPMP
15. - SRQHNLDRDWPG
16. - NYZKBLPGZXMF
17. - ZGXMLRRNWHLK
18. - RKLLKDZHXNQP
19. - VCRMFKNSRDMF
20. - WDFGNXGRRMPN
21. - YXLPSLBXWHBQ
22. - XQHHWPQBJMPC
23. - VYNSJGFQJHCB
24. - SDMFCJKBCJGZ
25. - TKJXCLWLZTWP
26. - CVYXWHYRGDWD
27. - WTBSDCBXKTWL
28. - QXJKDYRMLSTC
29. - VSPQXYVCLVCB
30. - MFKTJGNSXQJM
31. - FHWHHMTCJSPN
32. - FTWFSBZLYNXS
33. - LWLSTSLVWDRX
34. - WXTXBCHBWLDG
35. - ZSRGHXCZYFLQ
36. - ZGHWLXJSXSZM
37. - RSBMVGVSTSBL
38. - CZQNJYZWLWFQ
39. - ZFPKPYXJCRGX
40. - NSFLKXCBJDWF
41. - HQVQNQVMVGPQ
42. - FCTRRYFMZMVK
43. - BYNNYHYTGDTC
44. - BDMBGXDYLKHG
45. - TNLQVNQPJBZQ
46. - PZFCTHKXBVXM
47. - DFGFGFWRRCXW
48. - VNWLGXTRQNCF
49. - ZWNSXGFYNMHS
50. - PDJTKPCTYXDK
51. - HHJYFSXNNPFG
52. - BPHGLQXJHWJY
53. - BWLPKPNGVFQD
54. - WHYNDZMTYNQT
55. - QDDGVHPGFWLS

These passwords will give you a great start! Challenge yourself by gaining access to more!

Marcus Marinho
Chico, CA



Move the Human on the ladder to "Enter Password."

Form your password and then press the START button.

You can get up to the 55th level with these level codes.

Each level presents different challenges. Try for more!

STREETS OF RAGE 2
(Sega/Genesis)

Secret Option Screen

Now you can bring up a brand new options screen. To do this trick, you must have controller 2 plugged in. When the title screen shows up, press START on controller 2. You will be brought to a screen that will allow you to change your number of players, duel and options. Move the cursor with controller 2 down to the options and then hold buttons A and B at the same time. With these held, press the START button. A totally new options screen will appear. Set your number of lives (up to 9), select your round, and get ready for two new difficulty settings. You can change your level to Very Easy or Mania for a real challenge!

Michael Steffes
New Port Richey, FL

On the title screen, press START with controller 2.

Then move down to the options and do the trick.

You will be able to choose many new options!

You can start with 9 lives even on Mania level!

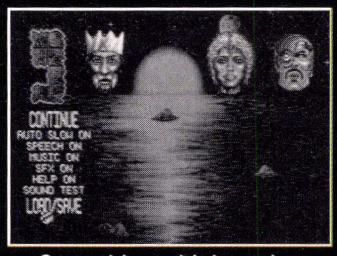
TYRANTS
(Virgin/Genesis)

Epoch Codes

Once you get to the screen of many options, move down to the LOAD/SAVE command and move the hand onto LOAD. Press B, and put in the following Epoch codes:

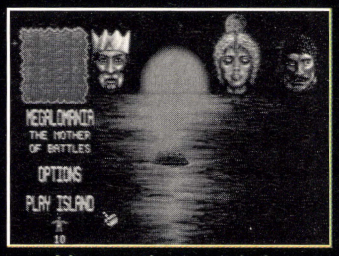
2nd - KDBDCYFIWMB
3rd - IIBDGYFXXSN
4th - GNBDYZLXXSJ
5th - ESBDOYFYXSP
6th - CXBDGAMYXSL
7th - ACCDKAMJTAX
8th - YGCDSBYZSGX
9th - QMFDNCMETGC
Mother of Battles - REHAZOASBGG

Matthew Thornton
Chicago, IL

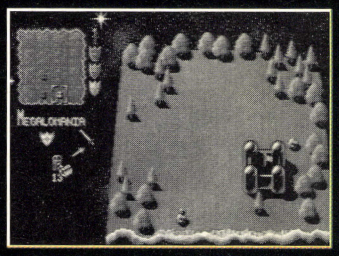


Go to this multiple option screen and choose LOAD.

Move the hand over the letters and form the various codes.



After putting a code in, choose to play the Island.



You've now made it to the Mother of All Battles!

MUHAMMAD ALI CHAMPIONSHIP BOXING
(Virgin/Genesis)

Fight the Weird Looking Muhammad Ali

On the options screen, press START. Then choose a one-player game and Tournament game mode. Move down, highlight "Enter Saved Game," and put "Yes." Press START and put in either of these passwords to have 33 wins, 0 losses, and fight the strange Muhammad Ali! This boxer is tough, so make sure you don't lose your title!

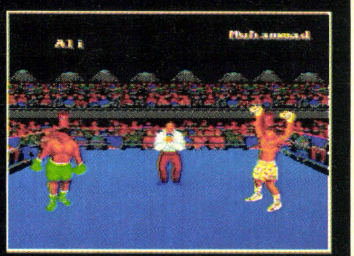
Simulation - H07KKKCZ
Arcade - 007KKKCZ

Berrios Castro Jr.
Bronx, N.Y.

At this screen, choose the "Tournament" game mode.

Now, move to "Enter Saved Game," and put in "Yes."

Enter your choice of either the Arcade or Simulation code.



You will be fighting a very strange, but strong boxer.

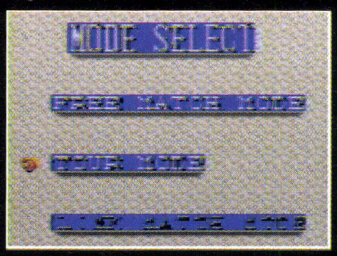
WIMBLEDON TENNIS
(Sega/Game Gear)

Level Passwords

Get past the title screen to the Mode-Select screen and move down to Tour Mode. In Tour Mode, move to the Password option. Put in these awesome passwords for the following matches all the way up to the Wimbledon match.

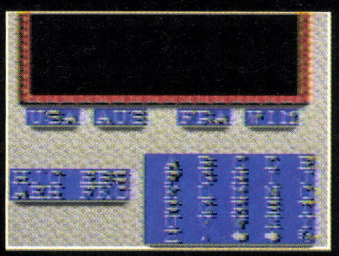
U.S. OPEN - HJO EBR AEH FKO
FRENCH OPEN - OHB MDR UBI JME
AUSTRALIAN - LNV GJW JCJ LKM
WIMBLEDON - IKJ KEC OGD IKO

Ronald F. Renzini , Annapolis MD



On the Mode-Select screen, choose Tour Mode.

In Tour Mode, move down and choose the Password option.


You will be able to put in passwords for tournaments.

You can even enter the password for Wimbledon!

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

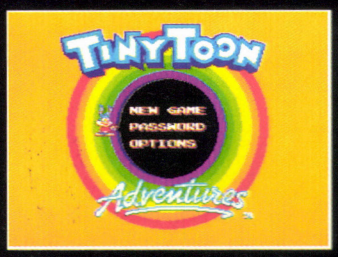
(Konami/Genesis)

Level Select

Now you can get up to the beginning of the last level and even backtrack through any level! Press START on the title screen. When the options appear, put the Buster Bunny icon next to the Password option and press START. You will go to the Password screen. Pick these letters with the B button:

NGQQ WWQW QKWQ QWWQ WGRY

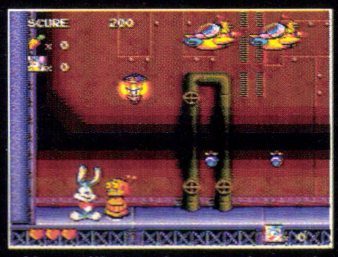
After you enter this code, go to "End" and press START. You will go to the map screen and can access multiple levels.



Move the bunny icon to the Password and press START.

Enter the long code at the game's Password screen.

Buster will be on the map screen. Explore everywhere!



You will get close to the end with the help of this code.

FATAL FURY

(Takara/Genesis)

Unlimited Continues

After losing, the continue screen will come up with your number of credits shown in the bottom left-hand corner. Hold UP on the control pad and press A, B and C simultaneously. Let go of A, B and C and press them at the same time again. Each time you do this, your credits go up by one. You can do this every time you lose your matches, so you will never run out of continues. Use this trick to get through the entire game.

Al Campos
Monomouth Junction, NJ

Once you've lost a whole match, the game will end.

After he tells you off, the continue screen will show up.

When you are on this screen, do the trick with the pad.

Get up to 9 credits! You can do the trick several times.

DEADLY MOVES

(Kaneko/Genesis)

Last Boss Password

If you can't seem to finish this game because you have not been to the last opponent, this code will help you out. The code is for the final match against the infamous Ranker! Start a one-player game and once you get to the Password screen, enter the following code:

EYV G9DG 2Q7

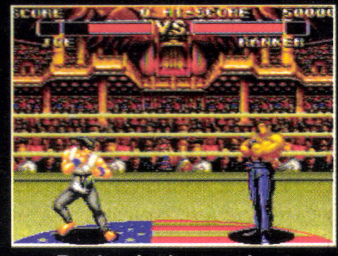
You will be faced with the toughest challenge of all, Ranker! His moves are just too awesome for real fights!

Willie Sanders
Union Springs, AL

Pick a one-player game at the title screen for the password.

After getting to the Password screen, put in this code.

Now you will be able to fight against Ranker, the last boss!



Ranker is the toughest opponent you'll ever meet!

ECCO THE DOLPHIN
(Sega/Genesis)

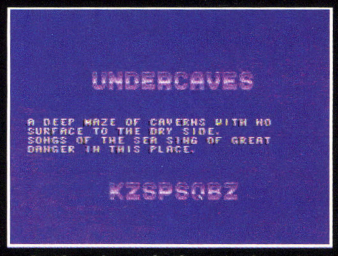
Invincibility

At any level in the game, find what you need to get past that level, and then you will be faced with a description of the next level and a password. When this screen appears, press and hold the A button and then START. The game should be paused and there will be no music. If you don't die, then the trick has worked.

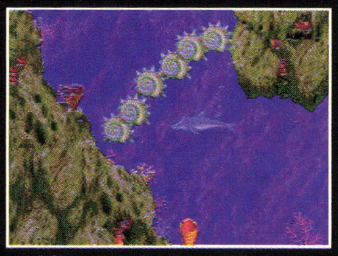
Jimmy Dougherty
Dublin, CA

At any level in the game, find what you need to complete it.

Once you swim into the next level, you will get a code.


UNDERCAVES
A DEEP MAZE OF CAVERNS WITH NO SURFACE TO THE DRY SIDE. SONGS OF THE SEA SING OF GREAT DANGER IN THIS PLACE.
KZSPSQBZ

At the description and code screen, do the trick.



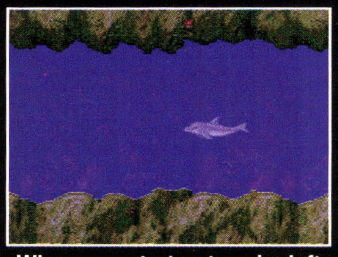
After you do the trick, you should not be able to die.

ECCO THE DOLPHIN
(Sega/Genesis)

Sharkfin Code

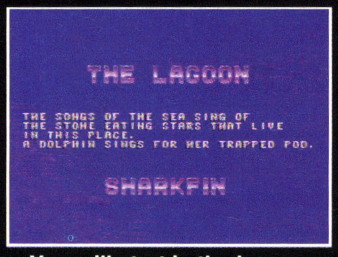
When you start the game, swim to the left to access the Password screen. When you are there, put in the code, **SHARKFIN**. Once you put this in, press START, and a description will tell you that you are in the lagoon area. Your sonar will now freeze jellyfish, and you will have no need to come up for air anymore.

Thiphauieng Phanekham
NSW. Australia



When you start out, swim left for the Password screen.

At this code screen, put in SHARKFIN as your password.


THE LAGOON
THE SONGS OF THE SEA SING OF THE STONE EATING STARS THAT LIVE IN THIS PLACE.
A DOLPHIN SINGS FOR HER TRAPPED POD.
SHARKFIN

You will start in the lagoon and have no air bar.

Your sonar will freeze jellyfish, keeping you safe.

ROAD RASH 2
(Electronic Arts/Genesis)

The Bike of Your Choice

To get the bike of your choice without spending the money, use this helpful trick. First, you must go to the Options section shown at the Main Menu screen. Once you are there, go to Set Player Mode and choose the option of Mano a Mano. Make sure controller 2 is plugged in. Using both controllers, choose the level and weapon you want. Then go back to the Main Menu screen and choose the Bike Shop option. After choosing your bikes with controller 1 and 2, go back to the Options screen and choose Set Player Mode again. Change the player mode from Mano a Mano to Take Turns. Now play on a normal size screen!

Brian A . Lewis
Midlothian, VA

In Options, go to Set Player Mode & choose Mano a Mano.

Go back to the Main Menu, to the Bike Shop. Pick your bike.

Set Player Mode again. Switch Mano a Mano to Take Turns.

You are now on the level you want with your chosen bike.

REVIEW CREW • COMING ATTRACTIONS • MEGA TRICKS
INTERNATIONAL • MEGA STRATEGIES

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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HMPF4

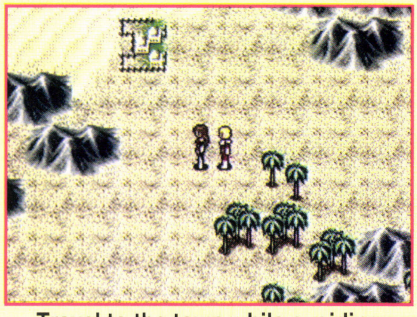
COMING ATTRACTIONS

PHANTASY STAR IV
Genesis / Sega

With Phantasy Star getting closer to completion, players around the globe are drooling in anticipation. For the latest word on this hot RPG, our editors decided to get the news straight from the horse's mouth: Sega of Japan.

The latest in the series, PS4 has an involving plot line with thrills and chills. The story takes place a thousand years after the Mother Brain went awry and tried to take over the Algo system. Peace had spread across planet Motavia, and the people prospered. All seemed well, until the Bio-Monsters started reappearing. Then they emerged within the Motavia Academy in the town of Piata, attacking the helpless students. In reply to these sudden attacks, two mercenaries stepped forth to destroy the monsters. They are Rudy and Leila. Tough and wise, they must fight the many beasts. On their journey they will meet up with other brave warriors who will join the cause.

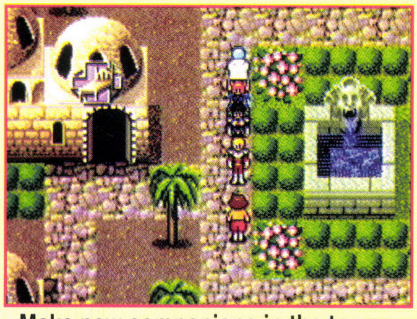
With pristine graphics and an awesome plot, Phantasy Star IV is sure to be the best Sega RPG ever! Most of the game picks up where the second installment left off, revealing answers to our many questions. Totally cool!



Travel to the town while avoiding the packs of roving monsters.

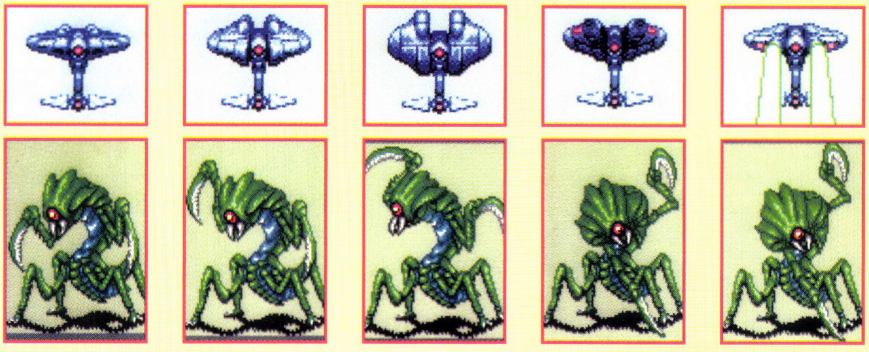
The Motavia Academy resides in this town; enter it to find more clues.

The academy, once filled with knowledge, has the stench of death.



Make new companions in the towns. As they say, the more the merrier!

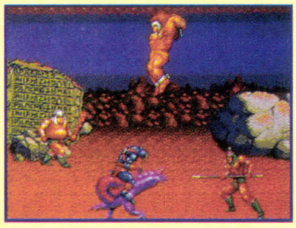
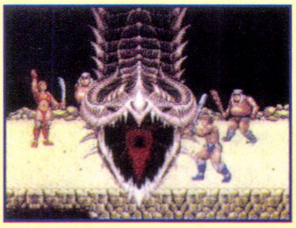
DETAILED ANIMATION OF THE ENEMIES



Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

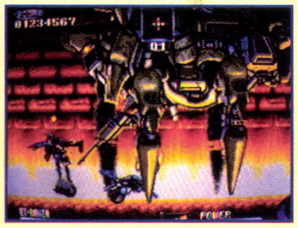
GOLDEN AXE 3
Mega Drive / Sega of Japan

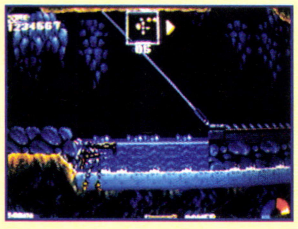
The long-awaited third game of the Golden Axe trilogy will be coming out in Japan quite soon. Expect to see the three old characters, along with a fourth new guy who is a powerful man-beast. The Dwarf has changed somewhat, and he now rides on the back of a strong man. All new magic, and a whole slew of enemies make this the ultimate hack 'n slash game for the Genesis!

EXPERANZA
Mega Drive/ Sega of Japan

One mega intense action game is on its way to the Mega Drive. It's called Experanza, and it really looks hot! You control an immense battle suit equipped with the latest in weapon technology. Your enemies are heavily armed as well, and they will do anything they can to destroy you. In Experanza you will cross a variety of terrains, each filled with its own dangers. Are you ready for Experanza?

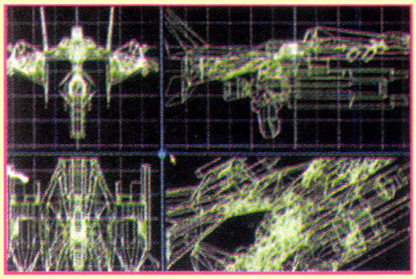


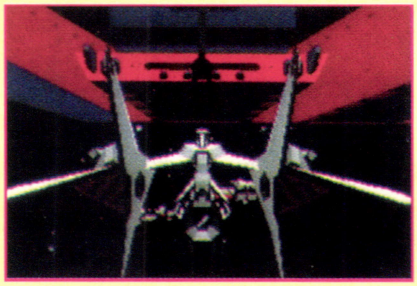


SILPHEED
Sega CD / Sega

Sega is retooling Silpheed to make it even better than before. In order to compete with StarFox, Sega has added even more special effects and levels to make this game better than ever.

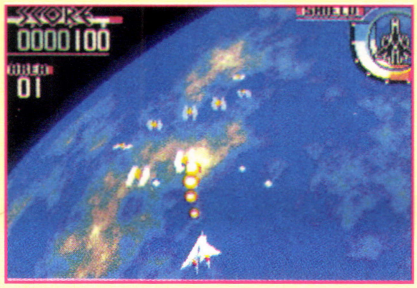
As you know, Silpheed is a fast and furious shooter. The graphics are drawn via polygons and come off as one of the most impressive CD games ever. Silpheed will easily blow you away. It is truly the future of the Sega CD.



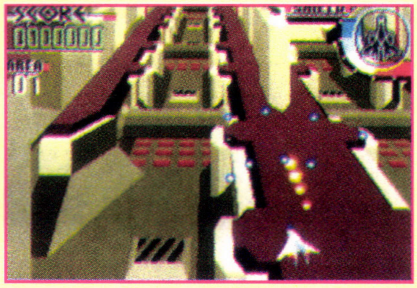


Blast off into the endless vacuum of space inside your fighter.

Fly at warp speed into the midst of the enemy armada with guns blazing.



This planet is yet another one of your many targets throughout the game.



Narrow trenches make flying difficult for even the best pilots.

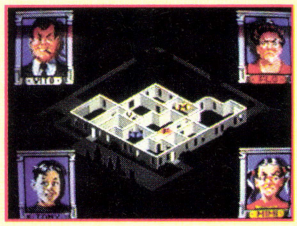
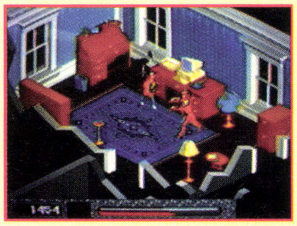
Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

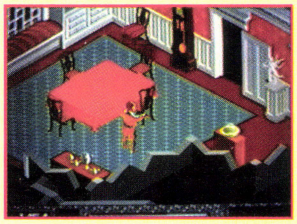
JOE AND MAC
Genesis / Takara

Believe it or not, Joe and Mac are coming to your Genesis later this year. Yes, you can now play as a caveman out to save your woman from the clutches of a prehistoric enemy. Virtually identical to the Super NES version, very little is lost in the translation. Fight dinosaurs and other ancient creatures as you cruise through jungles and volcanoes. A fine translation and a nice game for the Genesis.

HAUNTING
Genesis / Electronic Arts

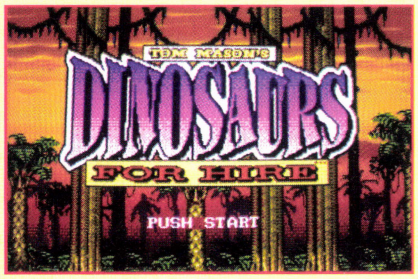
For a spooky, yet funny game, try Haunting. You play a young ghoul who is trying to get back at the mob family that killed you. The action has you and an optional friend running through the Sardini's (the mobsters) house. Scare them from house to house, and just maybe you'll get your justice. Electronic Arts has done a good job at creating a hauntingly exciting new game.



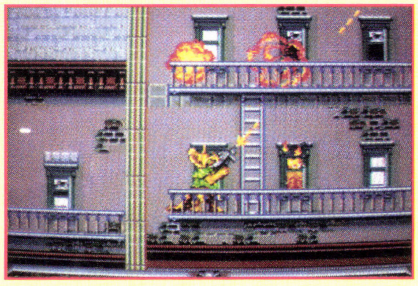
DINOSAURS FOR HIRE
Genesis / Sega

Will all the comic fans out there listen please? A game based on the comic series Dinosaurs For Hire is going to be hitting the Genesis soon. Similar to the Contra series, this game has four prehistoric powerhouses ready to do combat with anyone for the right price, of course. Join the antics of Archie, Lorenzo, Reese and Cybano as they fight an evil man out for their extinction! Definitely a cart that should be tried.



Pick one of four dinosaurs ripe for action and senseless carnage.

Archie attacks one of the mindless minions of enemies.

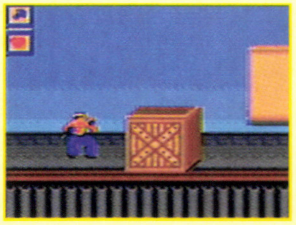
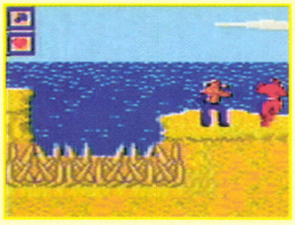

Lorenzo pumps a few more rounds into one of the bad guys.

Cybano really packs a wallop with his powerful gun.

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

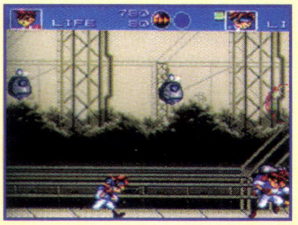
SURF NINJAS
Game Gear / Sega

For the ultimate in martial arts mayhem on the Game Gear, check out Surf Ninjas. An evil warlord has killed your father, and he wants you and your brother dead, too! Fight off hordes of cunning ninjas, and brave the fearsome bosses. You have a variety of special moves, like jump kicks and throws. Add all this to the fact that the graphics are quite good, and you have a great fighting game.

GUNSTAR HEROES
Mega Drive / Sega of Japan

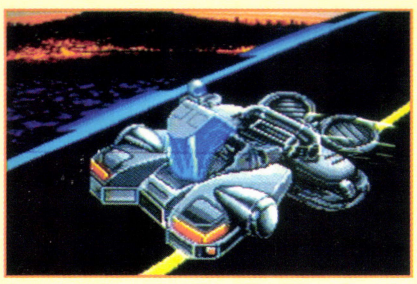
Save an entire galaxy from the grip of an intergalactic empire with Gunstar Heroes, the latest game by Sega of Japan. In this cool cart you can have up to two players fighting for justice. Engage a number of terrible foes, along with quite a few comical ones. To say the graphics are good is an understatement. Gunstar Heroes looks hot, and with a little luck, it could come to these shores soon.



NIGHT STRIKER
Mega CD / Taito of Japan

Taito's arcade smash Night Striker is coming to the Mega-CD! This close translation casts you as a police officer trying to take down terrorists in your high-speed police cruiser.

The game plays rather similar to Chase HQ, but doesn't suffer the limitations of a ground-based vehicle. In fact, you can fly high above the city. Great scaling and rotation effects make this just like the awesome arcade game!



Your computer identifies the enemy that you must destroy.

The helicopter bosses are tough, and they can retain a number of hits.

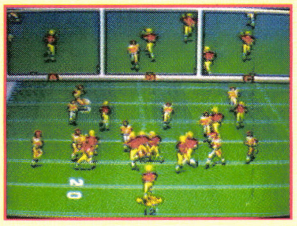
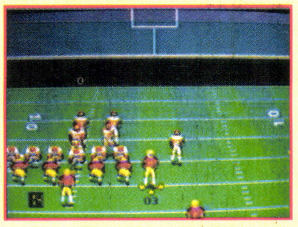
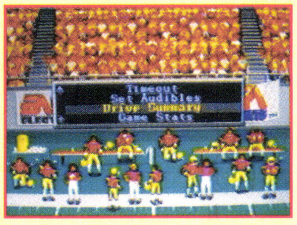
Take to the narrow streets of the future highway and face the danger.

Fly off into the sunset as you annihilate the many terrorists.

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

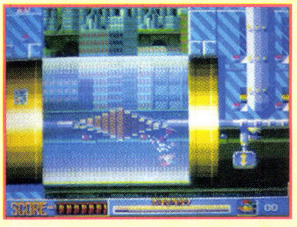
COLLEGE FOOTBALL
Genesis / Electronic Arts

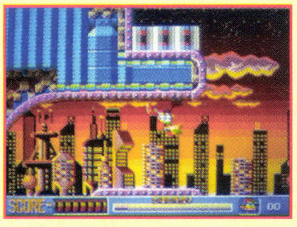
From the makers of John Madden Football comes College Football. It's an all-new game with different players. Get set for armchair-athlete action at its finest in a game filled with plenty of plays and great graphics. Score a touchdown or a field goal just like the real thing. Enjoy the rough and tumble mania of college football. College Football is an all-around good game of football. Perfect for fans of the sport.

TIME DOMINATOR TENTATIVE TITLE
Genesis / Vic Tokai

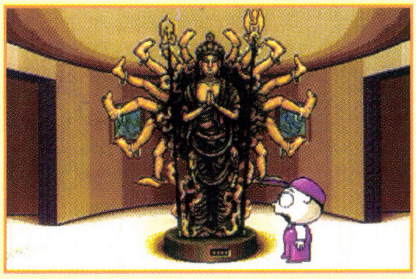
Time Dominator is an interesting cart that looks as well as it plays. Similar in concept to Sonic, Time Dominator packs lots of speed. Collect lightning bolts to finish a level, while dodging all sorts of wacky monsters. For an extra burst of speed, you can go through an electromagnetic field, and get launched forward. Time Dominator may be coming here soon. It's definitely one to look for.

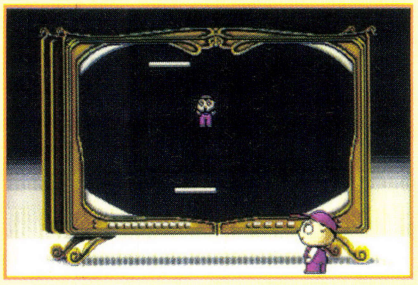




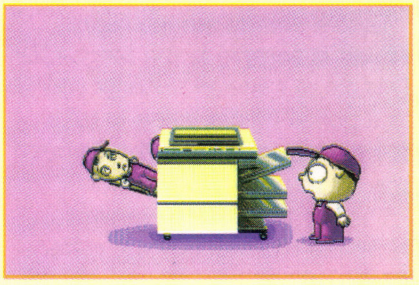
SWITCH
Mega-CD / Sega of Japan

Enter a mystical world where ordinary occurrences are determined by the flick of a few switches. This is the idea of Switch, a game full of mayhem and laughs. You are a young boy who has discovered how to operate these switches. Switch them he shall, and to disastrous consequences. Switch too many wrong ways, and something will blow up. Switch is a funny and unique game, full of nonstop laughs.



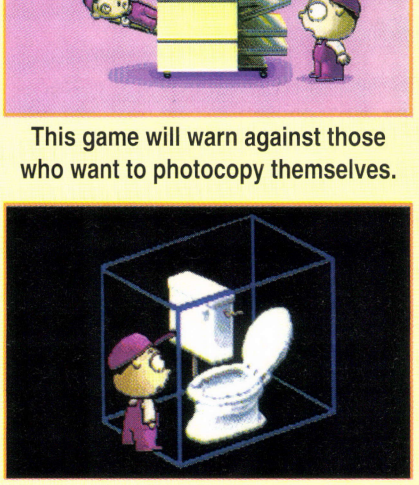


Get sucked into a diabolical game of Pong on TV!



This game will warn against those who want to photocopy themselves.

Mess up too often, and something in the world blows up!



With the mere touch of a switch, the toilet will eat you!

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-HOT: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

ZOMBIES ATE MY NEIGHBOR
Genesis / Konami

Believe it or not, Zombies Ate My Neighbor is not only an up and coming Super NES cart, but it is coming to the Genesis platform as well. Konami is pushing the Genesis to the limits with this one, folks. Expect to see hard-hitting action like never before. Similar in concept to the popular Smash TV games, this one features bizarre creatures like demonic dolls and psychopathic clowns. Toys and monsters will stream from every corner of the screen, wreaking havoc on any player foolish enough to be in their path. Zombies Ate My Neighbor, despite its somewhat unusual title, is in fact an action game suitable for any video game veteran. Look for this awesome game later this year, as it is one of the coolest concepts in quite a while.

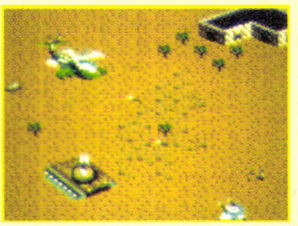
DESERT STRIKE
Game Gear/ Domark

Travel to the desert sands once again in Desert Strike. This time you can take the battle wherever you go, because this time it's on the Game Gear. This close translation has all the intensity of its big brother, with only a few scant details left out.

Pilot your attack chopper deep behind enemy lines and destroy crucial areas, thus crippling the enemy regime. You have a variety of missions, ranging from the standard search and destroy, to the all-important finding hostages.

Desert Strike is a great game on the go. With the wide variety of missions, along with the attention to graphic detail, this game is sure to be a hit. If you liked the Genesis version, you'll love this one. A good translation if I ever saw one.

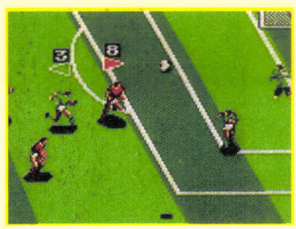
MILITARY AIR FIELD
3. DESTROY ALL THE PLANES AND MISSILES AT THE AIR FIELDS TO MAINTAIN AIR SUPERIORITY
SMALL BUILDING
MISSION



KICK 'N RUSH SOCCER
Game Gear / Tengen

A whole new soccer game is about to hit Game Gear screens everywhere. Tengen is bringing out Kick 'N Rush Soccer, a detailed simulation of one of the world's most popular sports. This portable game has plenty of play options, and a lot of control over the players. You get the feeling of actually being in control, a rare thing for sports games. Before the game, you can set up your best players on the field. You have all the action of soccer in the palm of your hand, because you can pass, dribble and shoot the ball into the goal. Even try to head it in!

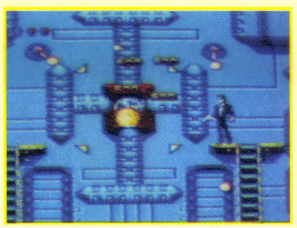
Kick 'N Rush Soccer is a very well drawn soccer simulation, and any fan should like it. Despite being a portable game, it controls great. If you like soccer then this game's for you.

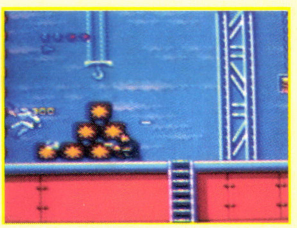


JAMES BOND: THE DUEL
Game Gear / Domark

Domark is hitting the nail right on the head with James Bond: The Duel on Game Gear. Fast-paced action has our favorite super spy put through the ringer. Rigorous tasks like setting bombs and fighting evil agents make this one of the more exciting Game Gear carts. Relive the excitement of James Bond as you travel around the world trying to stop a hideous plot to destroy entire nations. Bond must fight off sharks deep within the ocean's depths, or escape from the clutches of a trap-filled enemy HQ.

The graphics are surprisingly close to the Genesis version, and nearly all the detail is left in. With so many missions and play features, Game Gear owners should not miss what's coming up. Where else can you save the world on the go?





Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

MEGA PREVIEWS

MORTAL KOMBAT

MACHINE	GENESIS
PUBLISHER	ARENA
AVAILABLE	AUGUST
THEME	FIGHTING
MEGABITS	N/A
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	55%

OPTIONS

These are early photographs and at the present time there aren't any concrete option menus. We'll have to wait and see how much control the game will feature.

ORIGINS

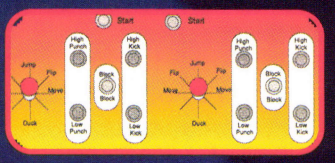
The origin of this game dates back to the first fighting games and more recently to the almost unrivaled success of Street Fighter 2. There are several features like the block button, blood, and fatalities that give it a unique look and feel.

STORY

Each character has his own personal story and you must finish the game to find it out. Shang Tsung has been cursed to steal the souls of his victims to retain his youth. After losing in the tournament, he brought his pupil Goro with him to gain victory. Now he sits and watches the battles.

CONTROLLER SITUATION UNDER CONTROL!

The five-button arcade controller can easily be adapted to the Genesis now that the six-button controller is coming out. This may pose some problems for Game Gear's two buttons, but they will figure out a way to make it work.

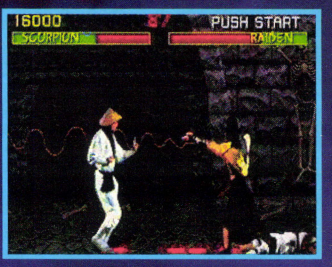


This is the standard arcade controller for Mortal Kombat.

Genesis is ready for M.K. and all other multi-button games!

* PICTURE BOX COLOR GUIDE *
ARCADE - CYAN, GENESIS - RED, GAME GEAR - YELLOW

Choose from seven characters with unique abilities and goals, then fight past them in the tournament. You will also have to fight yourself (below), a tag match (far right), and two very tough bosses. Can you survive this Kombat?

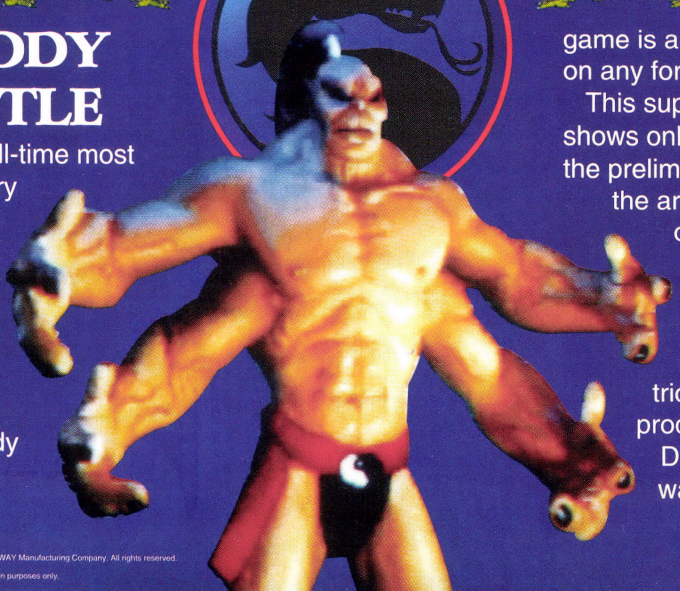


MORTAL KOMBAT

BLOODY BATTLE

One of the all-time most violent and gory games makes its way to the Genesis and Game Gear. Boasting special moves, seven characters, and bloody fatalities, this game is a guaranteed hit on any format.

This super preview shows only a peek into the preliminary versions of the arcade hit. Check out these advance pics and stay tuned for more info, combos, and tricks as it nears production time. Definitely one to watch for!



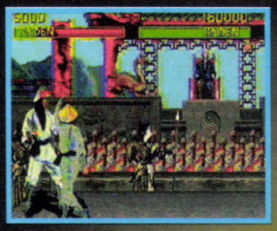
Mortal Kombat ™ THE COMIC BOOK © 1992 MIDWAY Manufacturing Company. All rights reserved.
All prominent characters and the distinctive Company.
Note: Arcade pictures and combo moves are for illustration purposes only.

BASIC KOMBAT SKILLS

Below are all the special moves in the game including the lethal and often bloody fatalities. You should master all the moves for the different characters so you can learn how they attack and what they are capable of. Each character has a unique style and speed so not all moves will work on every character. Learn their strengths and weaknesses before going on to the advanced combos.

KEY TO MOVES

HP - HIGH PUNCH, LP - LOW PUNCH, HK - HIGH KICK, LK - LOW KICK, D - DOWN, U - UP, B - BACK, F - FORWARD, DB - DOWN BACK, DF - DOWN FORWARD, TE - TOWARD ENEMY



Even the Thunder God is in the tournament!

TELEPORT

D, U QUICKLY
Reappear right behind your enemy.

LIGHTNING

D,DF,F +LP
Send a shock to their systems.

RAIDEN

TORPEDO

B,B,F
Fly at foes and push them along.

FATALITY

F,F,B,B,B+HP
Fry them like the electric chair.

Try the tournament for revenge on Sub Zero.

SPEAR

B,B+LP
Spear them and then reel 'em in!

FLYING PUNCH

D,DB,B +HP
Fly to the opposite side and hit them.

FATALITY

BLOCK, U,U
Flaming breath burns them up.

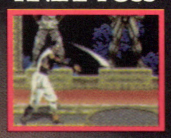
SCORPION

The mercenary Kano is a wanted man.

HEADBUTT

CLOSE + HP
Use your steel mask and smash heads.

KNIFE TOSS



B,F, BLOCK
Throw a glowing knife into his face.

KANO

ROLL

360° TE, BLOCK
Crash into them in a ball.

FATALITY

D,DF,F + LP
Rip their hearts out of their chests.

This movie star has something to prove.

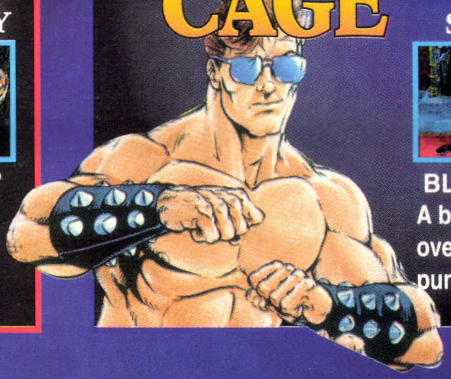
FIREBALL

B,F+LP
Hurl this green energy ball at opponents.

SHADOW KICK

B,F+LK
Slide at foes with a powerful kick.

CAGE



SPLITS

BLOCK+LP
A buckling over-the-groin punch.

FATALITY

F,F,F+HP
Knock their blocks off in style.

As a special forces agent, she's after Kano.

SONYA

FORCE WAVE

LP, B+LP
A wide wave of energy like a fireball.

LEG GRAB

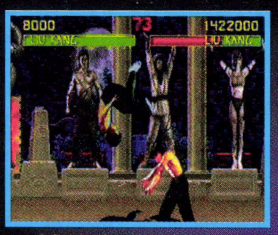
D,BLOCK, LP,LK
Grab and throw.

FLYING PUNCH

F,B+HP
Knock opponents out of the air.

FATALITY

F,F,B,B, BLOCK
The kiss of death.



Liu is here to bring honor to the Shalin.

FIREBALL

F,F+HP
Orange thin streak of energy.

FLYING KICK

F,F+HK
A fast flying kick to knock foes down.

LIU KANG

FATALITY

360 ° TE
Scissor kick and uppercut combo.

A hired ninja out to get Shang Tsung.

SUB ZERO

ICE BLAST

D,DF,F + LP
Freeze foes and do as you please.

SLIDE

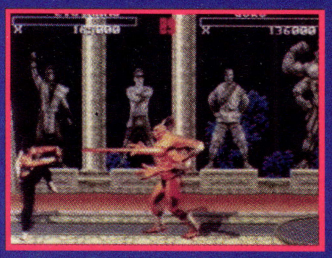
DB,+BLOCK LK,LP
Slide in and trip enemies.

FATALITY

F,D,F+ HP
Pull out his head, spine and all!

The only way to beat Goro on the harder levels is to keep him at bay by using your special moves repeatedly without failure. If you let him, he will close in and do one of the energy-draining moves at the bottom right.

Don't try to fight him head on!!! Use your special skills.

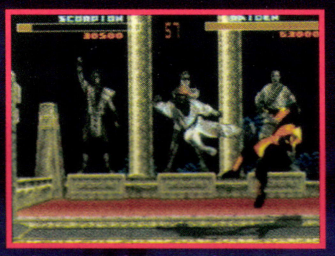


Keep Goro at a distance or you'll be crushed in seconds!

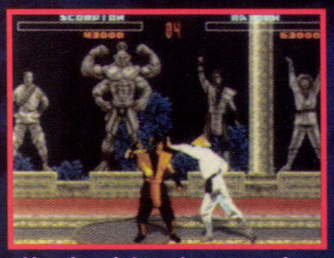
BEYOND THE BASICS!

After you have all the moves down and can perform them at will, you should go on to the next step. What separates a decent and a good fighter is timing and technique. Learn to counter moves and use combos on the characters that it is most effective on. Practice makes perfect!

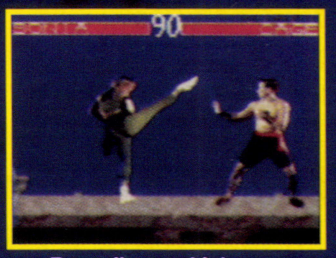
When in close, use a throw to gain extra room.



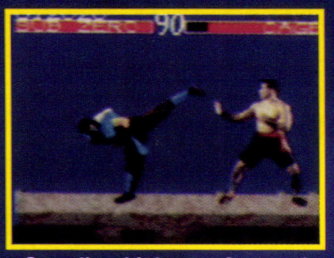
Jump and press kick at the last sec to stun enemies.



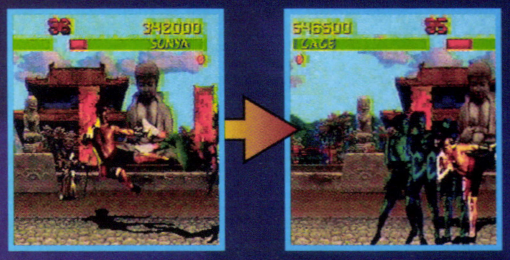
Use fast jabs when enemies walk in, especially for throws.



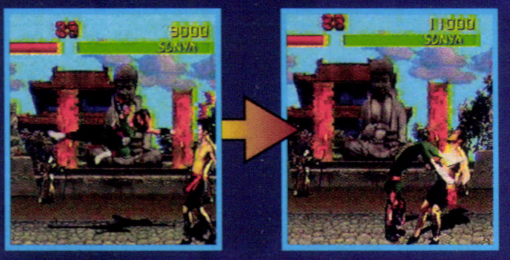
Roundhouse kicks are powerful but easily swept.



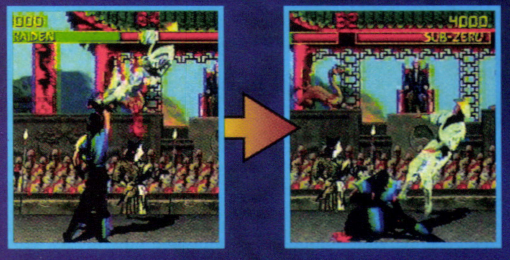
Standing kicks are fast and work when foes walk in.



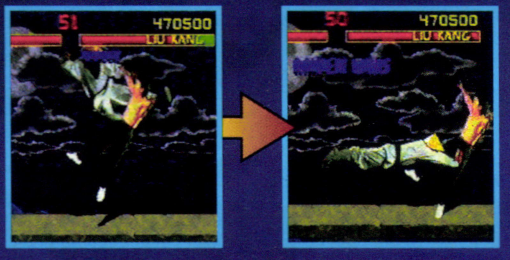
Jump kick your opponent and before you land do the shadow kick for another hit.



Use a jumping punch to knock them back and before they can even land use the leg grab.

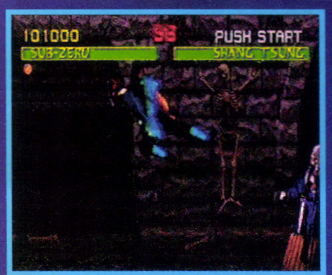


Hit the enemies with an uppercut and quickly do a slide to trip them before they land.



Jump kick, and while you're in the air perform the torpedo to hit them before they fall back.

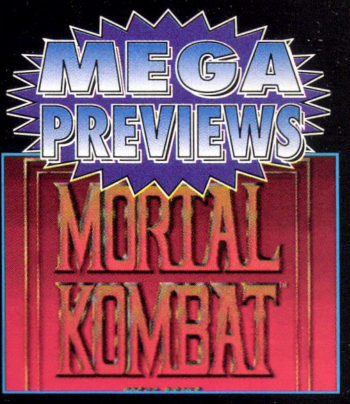
SHANG TSUNG AWAITS YOU



Tsung can float at incredible speeds, right off the screen.

Not just one fireball: he tosses them in multiples.

He can change into any of the 8 players at the worst time.



MACHINE	GAME GEAR
PUBLISHER	ARENA
AVAILABLE	AUGUST
THEME	FIGHTING
MEGABITS	N/A
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	55%

OPTIONS

At the time of this preview there is no information on what options will be available. You would guess that there would be a control config. due to the 2-button situation.

ORIGINS

The fighting theme has been explored before on Game Gear with Double Dragon and Streets of Rage. However, Mortal Kombat poses its biggest challenge both with the controls and graphics. From these great pics, it is bound to be hot.

STORY

You must battle through six opponents using deadly moves to challenge Goro, the 500 year reigning champion of the fighters. Shang Tsung sits back watching the fights ready to take on anyone powerful enough to beat Goro. This "old man" has a lot of surprises, can you win?

SEGA GENESIS 16-BIT CARTRIDGE

Top Ten

reasons NOT to buy Tyrants™

10 Because I don't like lots of **action** and **violence**.

9 Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice?

8 Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

7 Because I don't like games that offer *months and months of game play*.

6 Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

5 Because I do not have a **loin cloth fetish**. Really.

4 Because I prefer wimpy cartridges that don't have *4 megs of digitized speech*.

3 Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

2 Because I prefer blowing $59.99 on a cartridge that's all talk, hype and no **action**.

1 Because I am not worthy of an *adventurous resource management game* that makes other carts look like girlie toys.

DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION.

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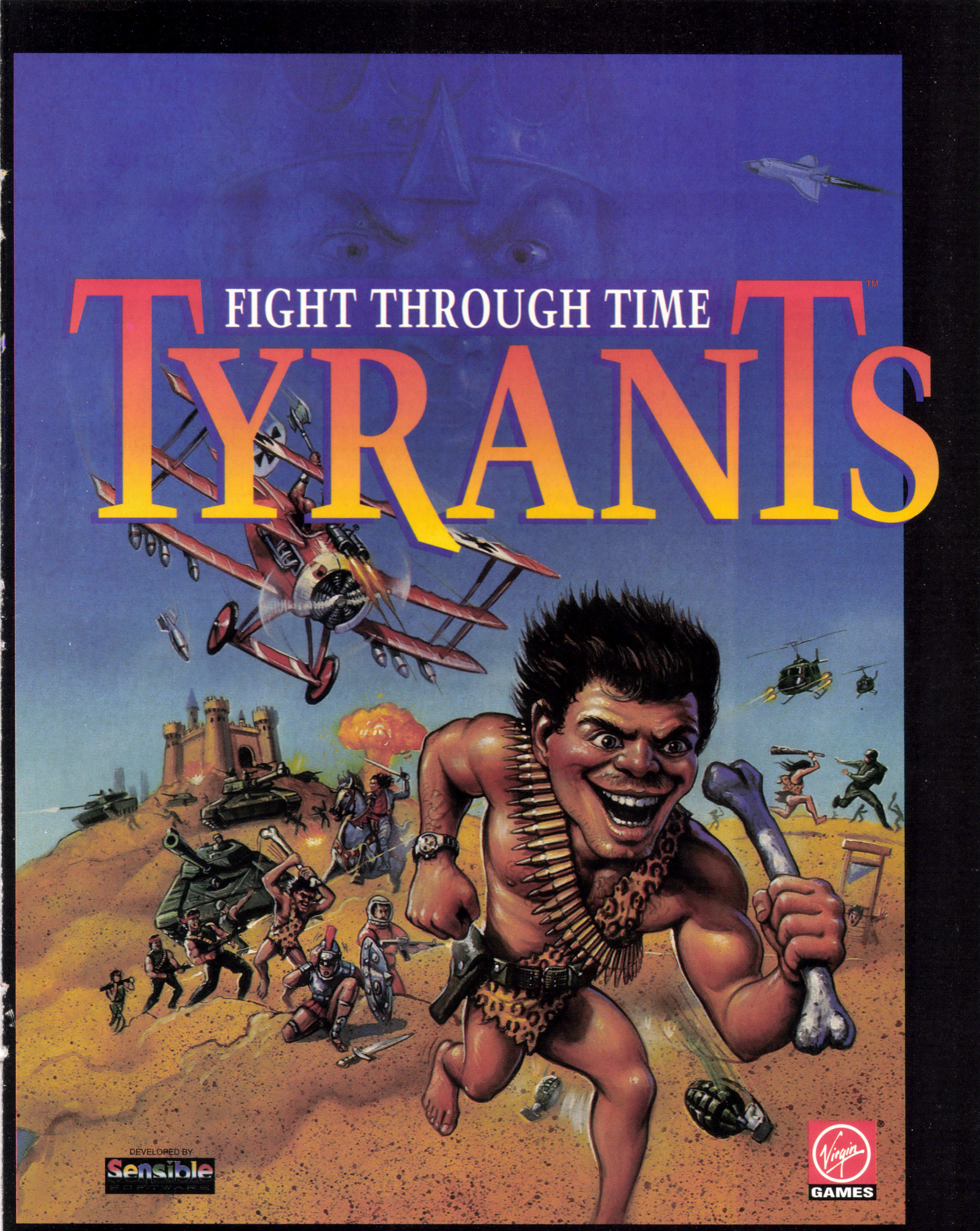

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MACHINE	GENESIS
PUBLISHER	CAPCOM
AVAILABLE	SEPTEMBER
THEME	FIGHTING
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	11
% COMPLETE	80%

OPTIONS

Several options fill this intense fighting game. There's a selectable computer level, a toggle of sound effects or music, and a completely configurable controller.

ORIGINS

It all started with Street Fighter, where you could play one player against the computer (as Ryu) or two players with Ken. SF II made the revolution with a six-move character and tons of technique. Now CE features four more characters.

STORY

Periodically the best fighters of the world gather to compete for the title of world warrior. Each of the twelve characters has his own history and reason for competing. If you finish the game with any character, you will see his unique story. They are all different but have the same desire to win.

DELAYED UNTIL SEPTEMBER

STREET FIGHTER II CHAMPION EDITION

THE WAIT IS OVER

Many thought it would never come to Sega's side, but we all knew better and the wait was well worth it, for not only can you play SFII on Genesis, but it's the upgraded Champion Edition. For those who don't know what the CE has to offer, here are just a few of the features. Now you can play as any of the twelve world warriors and even as the same character without the use of any special codes. The characters have been evened out to make matches more equal and each move does less damage to make it a longer and fairer fight. Certain characters also have new attributes and moves. The regular moves have also been adjusted for a more realistic feel. Get ready for the ultimate contest in challenge and technique...fight!

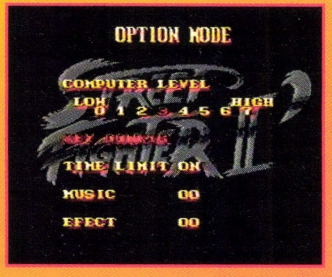
MOVES KEY

Here are the abbreviations of the moves used.

P1=jab punch, P2=strong punch, P3=fierce punch, K1=short kick, K2=forward kick, K3=roundhouse kick, U=up, D=down, F=forward, B=back, UF=up forward, DF=down forward, DB=down back, C=charge for 2 sec., CB=charge back for 2 sec., CD=charge down for 2 sec.

BONUS ROUNDS

This version is accurate down to the arcade's bonus rounds.



Computer level and other options are already available.

The controller is completely configurable for all pads.

Choose from any of the twelve world warriors.

NEW TYPE OF BATTLE - CONTROLLER WARS

Capcom will surely capitalize on the six-button trend.

Now that SF2 is coming out for the Genesis, the war between the systems will be refueled. But that's not the only fight. Companies will slug it out to make the best controller. In a game where precise reactions are in heavy demand, the war of the controllers will be fierce.

Sega's six-button controller retains its look and feel.

BALROG

A boxing champion ready to get into street fighting.

TURNING PUNCH

Hold and release P1+P2+P3. This haymaker evens the odds.

CHARGING UPPERCUT

CB, F + P
Knock almost anyone out of their air attacks.

LUNGE PUNCH

CB, F + K
A power punch that can be used in combos.

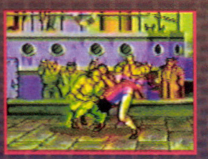
VEGA

A quick matador that believes only beauty wins.

AIR DROP

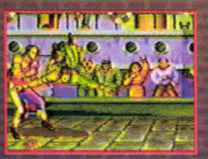
CD,U-wall bounce then F+P close. A tricky move but it can be stopped.

FORWARD ROLL



CB, F + P
Can deliver four hits up close and in combos.

SWAN DIVE



CD,U-wall bounce then P.
A fast slice but little damage.

SAGAT

The former street fighting champ is back for revenge.

TIGER KNEE

D,DF,F,UF+K
Can be used as a double hit or in deadly combos.

TIGER UPPERCUT

F,D,DF+P
More damage than Ken/Ryu but can be stopped.

TIGER FIREBALL

HIGH-D,DF,F+P
LOW-D,DF,F+K
Two levels add a lot of technique.

BISON

A cruel dictator set on world domination.

FLAMING TORPEDO

CB,F+P
Deadly move that hurts even blocking foes.

SCISSOR KICK

CB, F+K
Knocks jumping foes and can be used in combos.

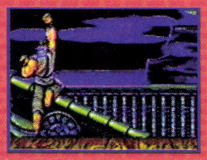
HEAD STOMP

CD, U+K
Can hit twice if combined with P when landing.

RYU

A bit more powerful than before, but the same speed.

DRAGON PUNCH



F,D,DF+P
More damage than Ken's, but smaller range.

HURRICANE KICK

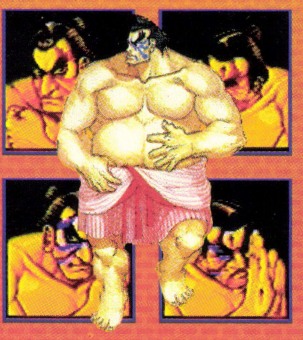
D,DB,B+K
Can knock an opponent down with one hit.

FIRE-BALL

D,DF,F+P
Faster than before, his fire-balls really fly.

HONDA

The sumo fighter has been sped up with more defense.



100 HANDS

P-RAPIDLY
Now he can move while performing this deadly move.

FLYING TORPEDO

CB, F + P
A faster torpedo makes this more useful now.

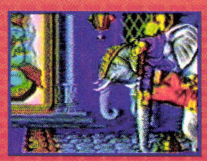
HOLDS & THROWS

HOLD-F+P3 or K3
THROW- F+P2
These will do major damage.

KEN

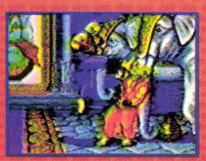
Faster and has a pumped up dragon punch.

DRAGON PUNCH



F,D,DF+P
An increased range and a triple hit are possible.

HURRICANE KICK



D,DB,B+K
It can deliver multiple hits and dizzy opponents.

FIRE-BALL

D,DF,F+P
Searing fireballs keep enemies at a safe distance.

CHUN LI

Faster than before, she is a hard woman to catch.

WIND KICK

K-RAPIDLY
It's faster to produce this multiple hit kick.

SPINNING BIRD KICK

CD,U+K
Easier to control with faster stopping time.

FLIP KICKS

FLIP OVER-F+K3
FLIP BACK-F+K2
Two new kicks to trap close foes.

BLANKA

The beast is back and even more deadly.

ELECTRIC SHOCK

P-RAPIDLY
This shock is now faster and is good for combos.

CANNON BALL

CB, F+P
Takes less damage if knocked out of it.

BLANKA BITE

CLOSE-F+P3
A vicious means of getting even with enemies.

GUILE

Toned down to do less damage but still tough.

SONIC BOOM

CB, F+P
Still has a faster recovery time than Ken or Ryu.

FLASH KICK

CD, U+K
Weaker but can do a double hit if really close.

KNEE THRUST

F+K2
A new move that leaves him open if not done right.

ZANGIEF

The tough wrestler is back with a few new surprises.

LARIAT PUNCH

TAP-P1+P2+P3
Then pull forward or back to move. Good for fireballs.

SPINNING PILEDRIVER

360 ROTATION
Still the most powerful move but with a bounce.

HOLDS & THROWS

CLOSE, F+P2 OR P3 OR K2 OR K3
Large variety of damaging moves.

DHALSIM

A bit weaker to even the odds, he still has the range.

YOGA FIRE

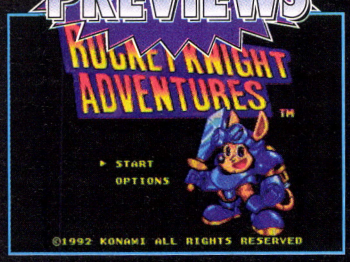
D,DF,F,+P
As good as anything thrown from Ken or Ryu.

YOGA FLAME

B,DB,D,DF,F+P
A lethal blast of fire that lasts over a second.

SPEAR & MUMMY

SPEAR-D+P3
MUMMY-D+K3
They can be done anytime in the air.



MACHINE	GENESIS
PUBLISHER	KONAMI
AVAILABLE	AUGUST
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	3+
% COMPLETE	40%

OPTIONS

So far there are two difficulty settings: Normal and Hard. You can customize the controls with two moves. Both the jump and attack buttons do the same thing.

ORIGINS

Another title for the Genesis from newly-signed Konami! This is one of the more original plot and character ideas (unlike the others which were based on characters from previously released arcade and home game versions). Very unique!

STORY

The kingdom has been overrun by sadistic hogs, and only one person - er - critter can save the day! Who can that be but Sparkster, a daring opossum with a rocket pack and sword! Single handedly he must overcome vicious enemies and bosses to restore peace to the land!

ROCKET KNIGHT ADVENTURES

SPARKSTERS' POSES AND MOVES: WOW!

HANGIN' AROUND: You can hang from tree limbs and other protruding objects for a moment or two of safety.

ROCKET ON GROUND: On land, use the rocket to hug the ground! You can also destroy enemies this way!

SPIN ATTACK: Hold down the attack button, then let it go without pressing a direction!

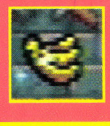
SWORD SLASH: Press the attack button quickly to use your sword and slash at the oncoming enemies!

ROCKET RODENT: SKYWARD

Hold down the attack button until the energy level turns white, press in the direction you wish to fly, and let go of the button!

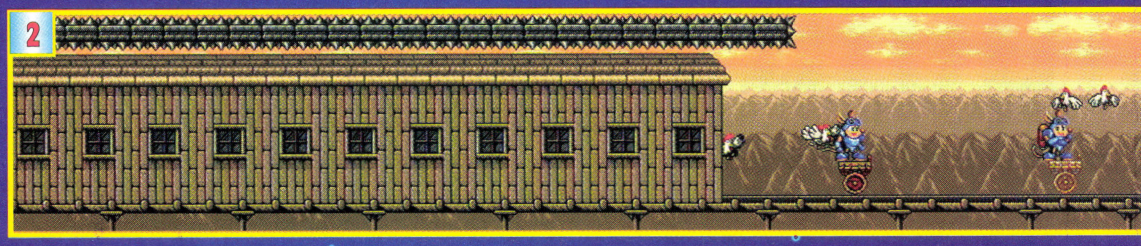
POWER-UPS AND OTHER ITEMS: YUMMIES

1-UP: Gives an extra player!



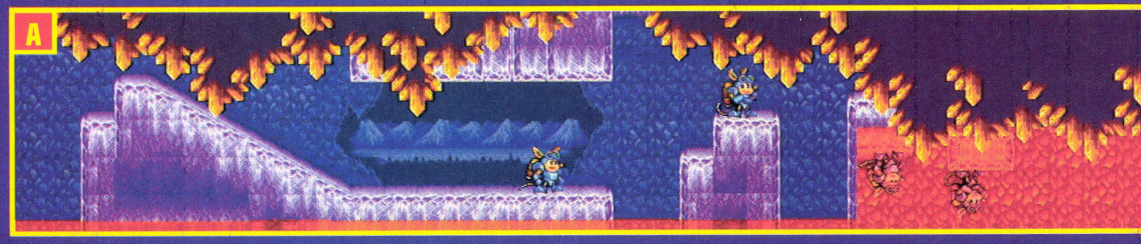
BANANAS: Gives four hearts to life meter!

APPLE: Each gives you a health heart!



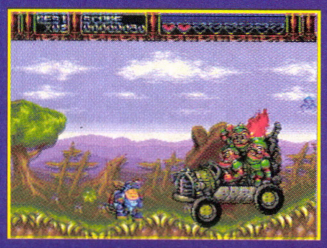
STAGE 3-1: Lava Level - My, It's Hot In Here!

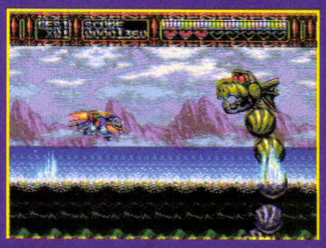
This rising and falling level of lava can be used as a mirror! Get up high to avoid its deadly touch and let it show you hidden platforms and other safe areas (right, circled) you can jump to in order to complete the level! Beware of using the rocket here - the lava is extremely lethal, as one touch can take all Sparkster's hearts away! Moving fast and correct timing are the keys to passing this stage!



STAGE 1: Outside-Inside

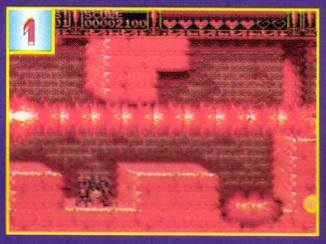
These stages scroll horizontally, with ground pig menaces in 1-1 and later water menaces in 1-2! There are two bosses at the end of each! The first boss is a tank; the second boss is a mechanical snake (far left)!

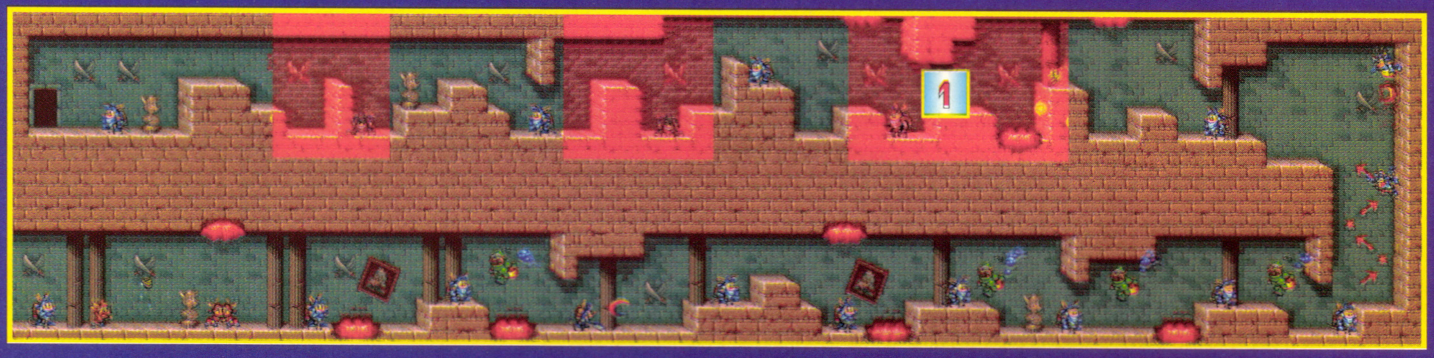




INSIDE THE RANSACKED CASTLE: Who Wants Some?

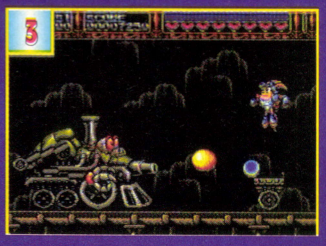
Two things to worry about on the top area of Stage 1-3: The areas that shoot flames on you (1) and the forced scrolling. When the screen begins to turn red, move to the lowest ground - there will be flame blasts from behind! The boss of this stage is a giant flying serpent (2) that comes crashing down through the roof and through the walls. Use the rocket pack to hit it in the head and destroy it!

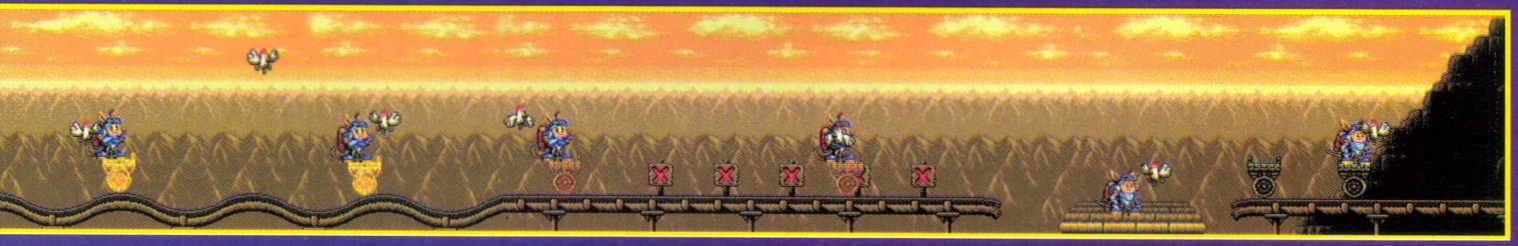


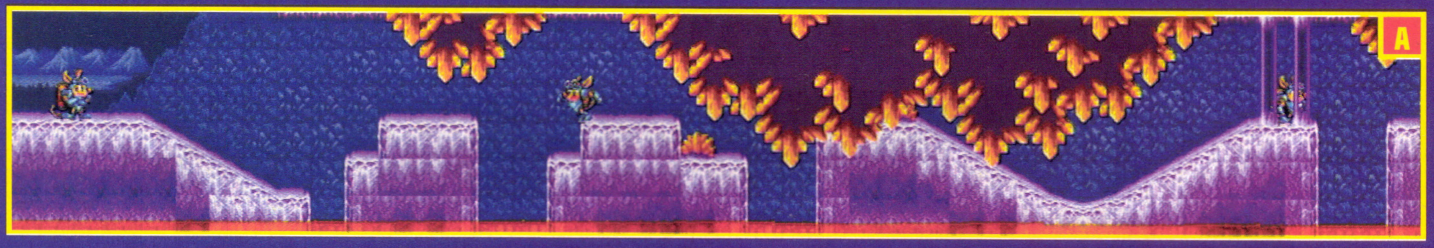


STAGE 2: Swimmin' and Ridin'

Here, Sparkster must swim and ride a train cart! Swimming (1) is tricky: watch for water mines that explode! The train sequence (2) will require jumping and ducking skills! One hint: when your train cart glows, be ready to jump onto something else (the "X" signs also signify the same thing)! The boss (3) is a train engine that shoots blue fireballs at you and later attacks with its long arms!







MACHINE	SEGA CD
PUBLISHER	TENGEN
AVAILABLE	JULY
THEME	SHOOTER
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	95%

OPTIONS

The option screen allows the player to change the difficulty setting of the game as well as listen to the game's awesome CD soundtrack and killer sound effects.

ORIGINS

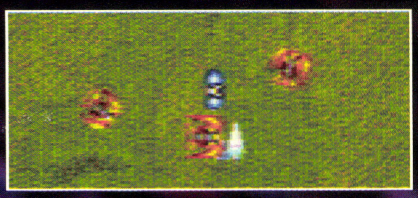
Fans of the original, cartridge-based Aleste, or MUSHA as it is known in the U.S., will surely recognize the game's theme and look. This CD version has everything the cartridge had and more, including the incredible CD music and voices.

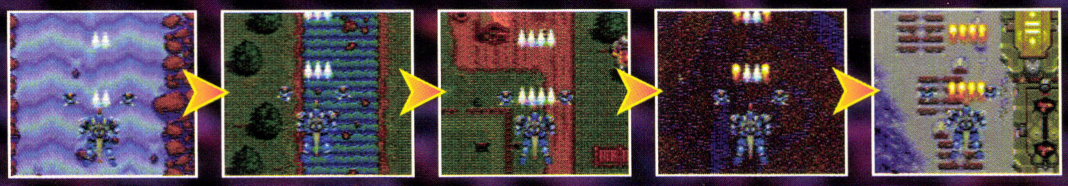
STORY

In the year 1556, there were 8 Japanese warlords. The most powerful one was Nobunaga Oda. An anti-Oda alliance was held by the others and it seemed it would only be a matter of time before Oda would fall. His only hope was his army "White Fang" and the prototype armor, Aleste.

POWER-UP THE MAIN CANNONS

Your ship's main cannons can be upgraded into a powerful machine gun. When in battle, squadrons of red ships will fly in a linear pattern. Each one you kill releases a pellet. Collect several to power-up.





POWER WEAPONS

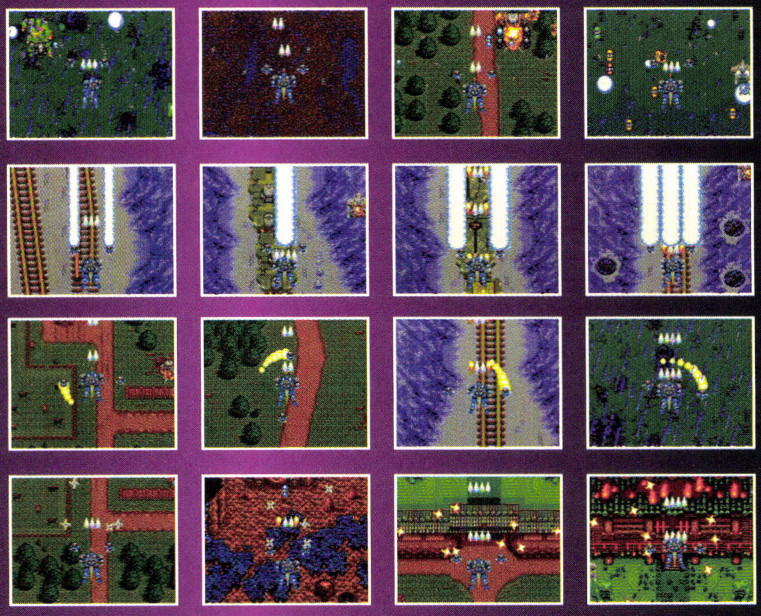
Collect the same power-up pod and increase your current weapons by one. The maximum power level of all armaments of the ship is four.

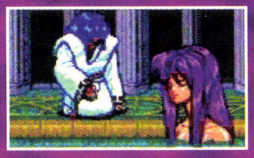
BOMB
Drop combustible bombs everywhere. Increase amount of bombs with pods.

LASER
High-powered laser scorches enemies. It takes less hits to kill powerful ships.

PROTECTOR
Options rotate and protect your ship. Energy trails enlarge with power-up pods.

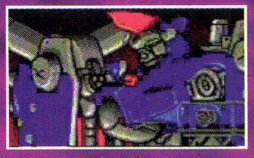
STARS
Ninja stars shoot like a spread weapon. Increase amount of stars with pods.





INCREDIBLE CINEMAS

There is a very long opening cinema in the beginning of the game that depicts the game's story.



ROBO ALESTE

LEVEL 1

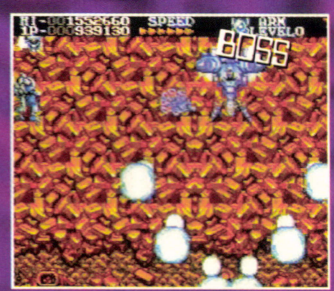
The first level has a feudal Japan look filled with tons of flying enemies, Shogun type armor and unusual weaponry. The End Boss casts magic tornados along with a deadly spread shot.

LEVEL 2

This level starts off showing the destruction left behind. It will then begin to pour, making it impossible to see. The End Boss is a flame-throwing mech. He's very good with a sword.

LEVEL 3

This level is a long stretch with dangerous avalanches and a never-ending train armed with turrets and mechanical arms. The End Boss swipes his arms, trying to swat you away.

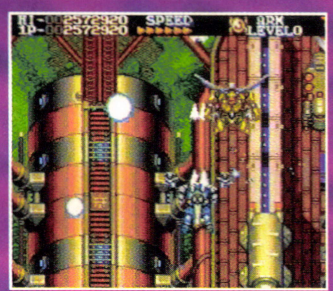


LEVEL 4

Fly through the tight and narrow paths of the mines guarded by robot knights, scout buggies and drill machines. The End Boss is small but deadly with its plasma spread.

LEVEL 5

Skim the surface of a HUGE ship and destroy it piece by piece. It's also guarded by tons of scout soldiers. The End Boss is quick with his laser spread and homing boomerangs.



LEVELS BEYOND

The remaining levels will require all your skill and determination. The levels beyond the fifth one are really tough. Enemies come from all directions and will fire everywhere!

MACHINE	SEGA CD
PUBLISHER	VIRGIN
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10
% COMPLETE	50%

OPTIONS

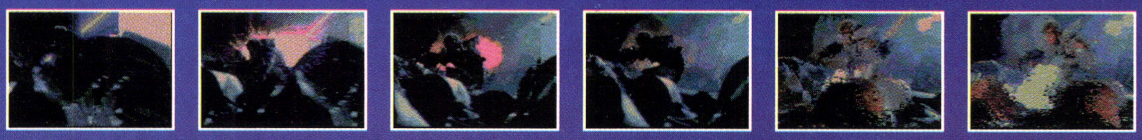
Oddly, this game doesn't have any of the pre-game options (for player configurations) that are usually found in many other games. You only play the game's default setting.

ORIGINS

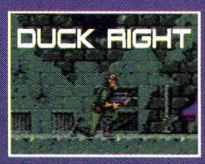
This Sega CD version of The Terminator is like its cartridge cousin. It has the same type of game play with a dark theme. The most noticeable improvements are the sounds and music from the CD and the awesome full-motion intermissions!

STORY

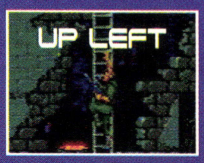
In the future, a Super Computer was built to help mankind. A machine so powerful, it grew independent of its creators. Man became useless to it and initiated a full-scale nuclear war. From the ashes rose cyborgs. Now you must help in the Resistance against the machines. Good luck!



AIM SHOTS IN MULTIPLE DIRECTIONS



Terminator units will attack from every direction, trying to stop our hero. As Kyle Reese, it is necessary to your survival that you know how to aim your weapon in the many directions it can fire.



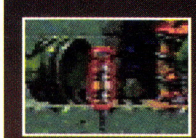
THE TERMINATOR™

INCREDIBLE SCALING!

Check out the Sega CD's awesome scaling capabilities in the opening title screen. When this screen comes up, the title will smoothly scale toward you with no choppy effects! Cool!

LOOK FOR THESE IMPORTANT ITEMS

Hunting for Terminators and then killing them is tough stuff. Search around for these icons to help you out!



EXPLOSIVES

Retrieve this icon to add three powerful bombs to your stock. They're very helpful against multiple-hit enemies.

EMERGENCY KIT

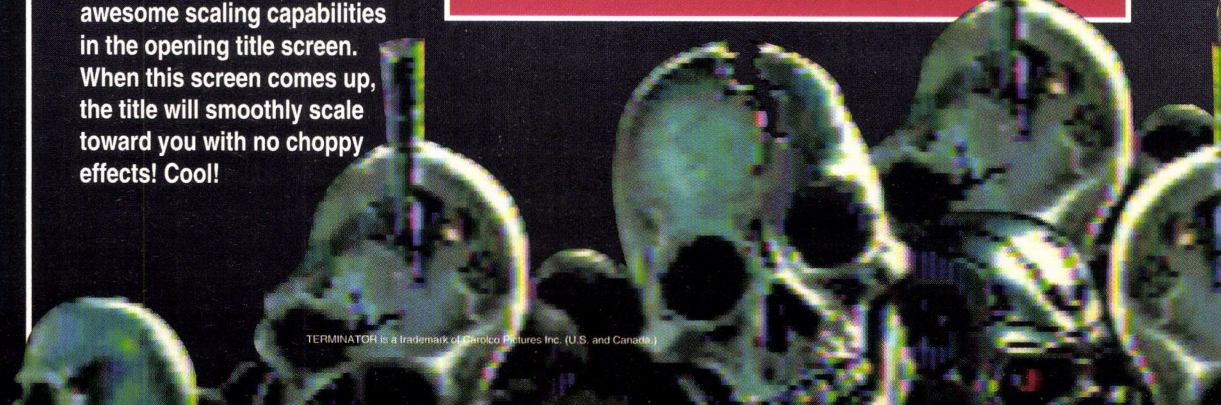
If you have taken too many hits, look around for a medical icon. It replenishes some of your depleted health.

PROTECTIVE VEST

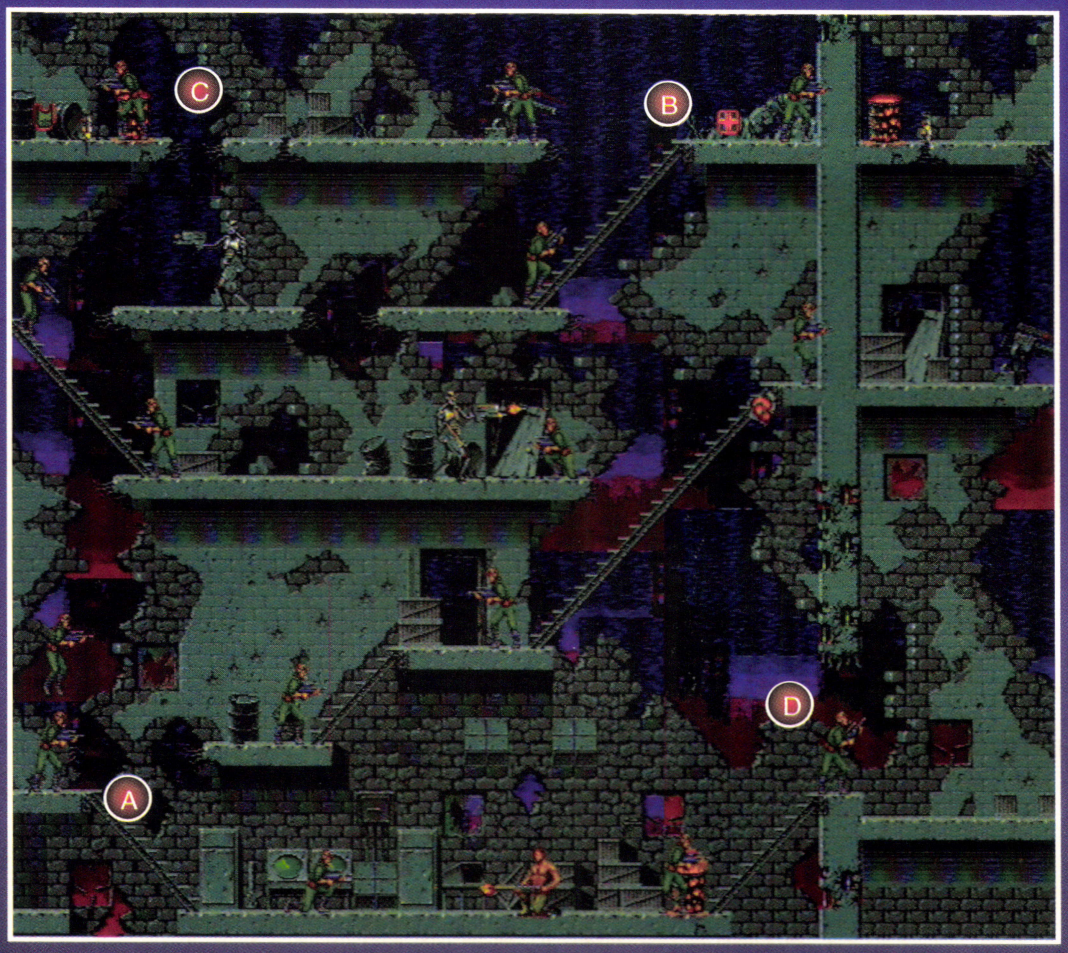
Wear this gear to temporarily protect yourself from hostile enemy fire. When this is worn, it will be flashing.

EXTRA LIFE

This icon will increase your supply of lives by one. It is very tough to find.



TERMINATOR is a trademark of Carolco Pictures Inc. (U.S. and Canada.)

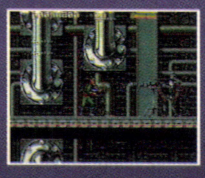


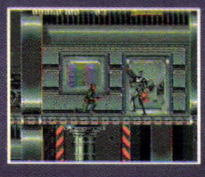
LEVEL 1

This game starts you off with a huge level. The map to the left is a partial illustration of the entire first level. Fight your way through the Resistance hideout that has been invaded by Terminator units. You begin the level at point A. Work your way up the level where you will find a medical kit at point B and a supply of explosives and a protective vest at point C. Now get back down. Be careful not to jump down too far or fall. Also, be aware that more Terminators will emerge after you have eliminated the others. Once you are at the bottom, kill the remaining rubber-skinned units then the endoskeleton at point D. Proceed to the right. Machine guns and more enemies await you!

LEVEL 2

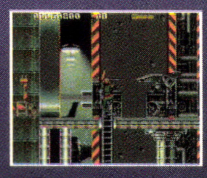
Traverse across the burning terrain which is patrolled by many Terminator units, as well as aerial and ground-based Hunter Killer units. There are tons of hills here with a foreground of skulls that block your view of flames in the ground, so watch out!

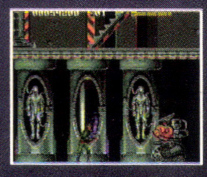


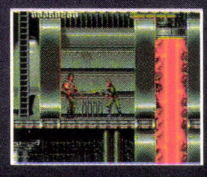


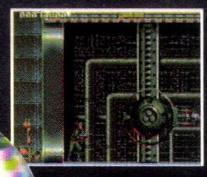
LEVEL 3

Enter Skynet where the Super Computer is housed. Skynet has sent a T-800 Terminator unit into the past with a time displacement machine. You must find the device and follow the cyborg to the present and get to Sarah Connor before the Terminator does. This is only the beginning. The adventure gets heavy later!









STREETS OF RAGE 2

MACHINE	GAME GEAR
PUBLISHER	SEGA
AVAILABLE	JULY
THEME	ACTION
MEGABITS	4
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	100%

OPTIONS

Options include a two-player game with the use of the link. Also, there is an options menu with selectable difficulty, number of players and sound effects options.

ORIGINS

Originally a 16-Bit game for the Genesis, this sequel follows its counterpart very closely. The first Streets of Rage was such a hit on both platforms that it's only natural that the sequel would come to the portable market in equal style.

STORY

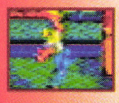
The evil crime syndicate, under the direction of Mr. X, is back in town. The criminal gang has sought revenge on the team that defeated them in the first installment. Now it's up to Axle, Blaze and Sammy to stop the thugs once and for all. Can the trio defeat the syndicate and free their friend?

AXLE

BACK PUNCH

A quick back defense technique.

FLURRY PUNCH

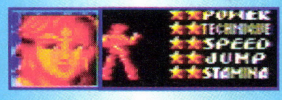


Multiple punches and an uppercut.

SLIDING PUNCH

A sliding and powerful uppercut.

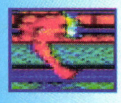
BLAZE



FIREBALL

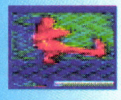
Energy ball that knocks them over.

FLIP KICK



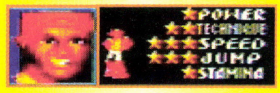
A jack knife kick that cuts them up.

SPINNING SWEEP

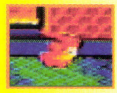


Trip enemies in all directions around you.

SAMMY



CANNON BALL

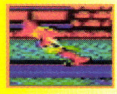


Flying roll that bowls them over.

BACK FLIP

A good backward defensive move.

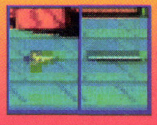
FLYING SPEAR



Spinning drill that knocks foes down.

BE SURE TO POWER-UP FOR BATTLE!

WEAPONS



Useful tools to get by tough times.

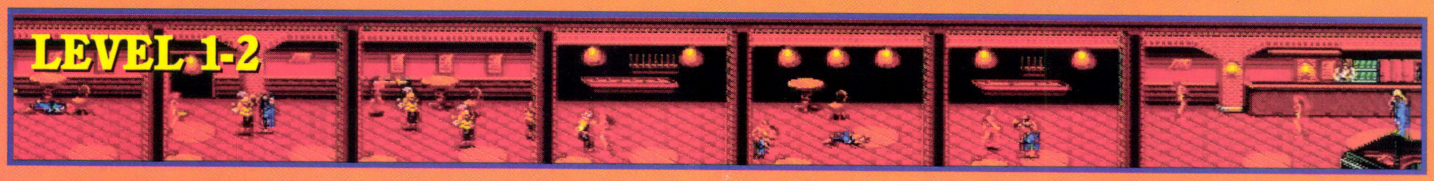
FOOD PRODUCTS

Restore varying health with these.

EXTRA ITEMS

Gain extra lives and points.

LEVEL 1: BAR BRAWL AND BACK ALLEY



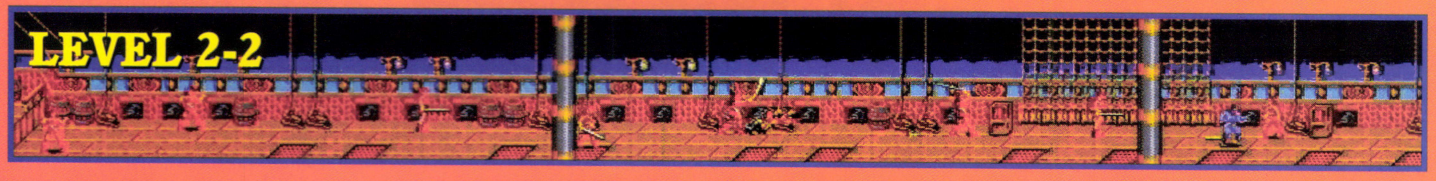
This mid-Boss is a dangerous guy with knives.

Electra is disguised as a cowgirl but fights like a bull.

From the streets of the city you encounter a knife-toting thug and then work your way into the bar. After a few fights, Electra will challenge you with her whip. Then it's time for the final showdown in the alley with Boss 1.

Get in close to this alley thug and don't let up until it's over!

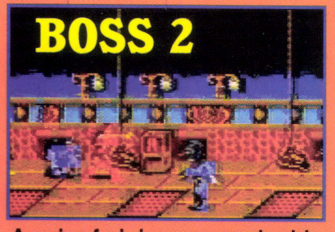
LEVEL 2: ALL ABOARD FOR A TOUGH RIDE



Making another appearance is the knife man.

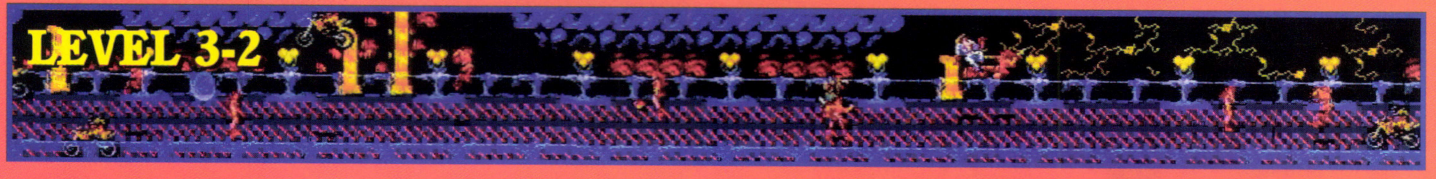
Watch out for the tough samurai and his fast hands.

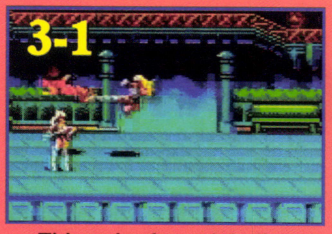
From the back alleys to the docks, fight along the way as you prepare to board a ship full of thugs and samurai. Then hop on the Ship of Combat and get ready for a tag team match against two very quick ninjas.



A pair of ninjas means double trouble for you.

LEVEL 3: ENTER THE EERIE UNDERGROUND

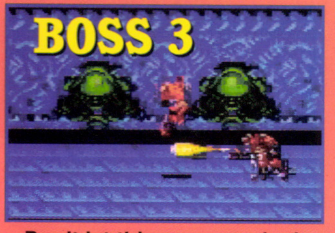




This pair of rough ladies mean business!

Look out for the slashing mutant with fast reflexes.

After finding land, you delve into a dark underground cavern. Many eerie surprises await you on your journey, including motorcycle maniacs and mutants. Encounter fast fighting villains, including a gun-crazy monster.



Don't let this guy get a lock on you or he'll blow you away.

MACHINE	GENESIS
PUBLISHER	ABSOLUTE
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	4
% COMPLETE	100%

OPTIONS

At this time there are no options. The game is yet to be completed and at production time, there may be difficulty setting and controller options similar to other games.

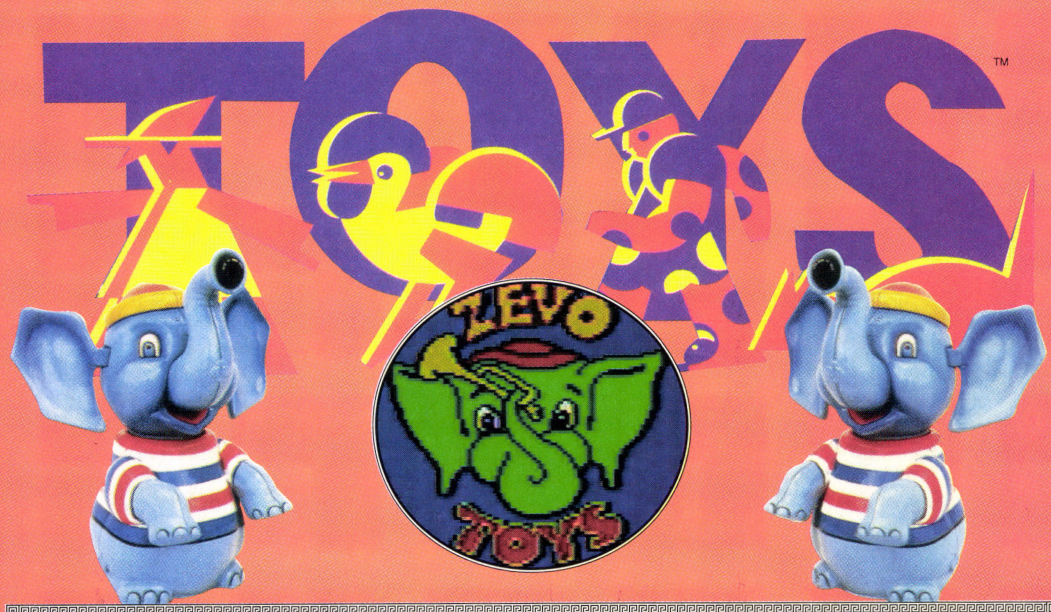
ORIGINS

This game is based on the movie of the same name. Using toys is a unique theme but the game play is similar to other action games. Here the good toys are pitted against the bad toys in a large open area ripe for toy combat.

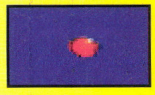
STORY

A gifted toymaker wanted to bring joy to children, so he built Zevo Toys. His son Leslie was supposed to take it over, but he lacked responsibility. So he put his militant brother in charge, hoping that Leslie would strive for good and take over Zevo, at the same time learning responsibility.

TOYS™

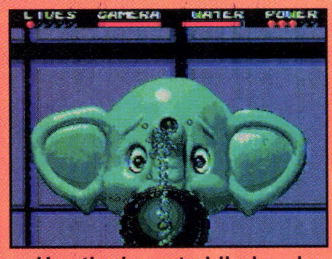


TRICKY TOYS TO HELP YOU ALONG

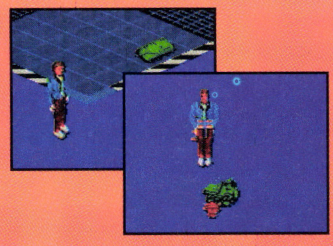
RACE CAR	ELEPHANT	DUCK	BALL	TOP	BALLOON
					
Homes in on targets.	Charges like a rhino.	Wanders for enemies.	Straight forward roll.	Spins in circles.	Bursts on contact.

OTHER HELPFUL ITEMS TO FIND

GOODIE BAG	SURPRISE BOX	ELEPHANT ICON
Recharge all your toys.	Recharge current toy.	Gain an extra hit point.



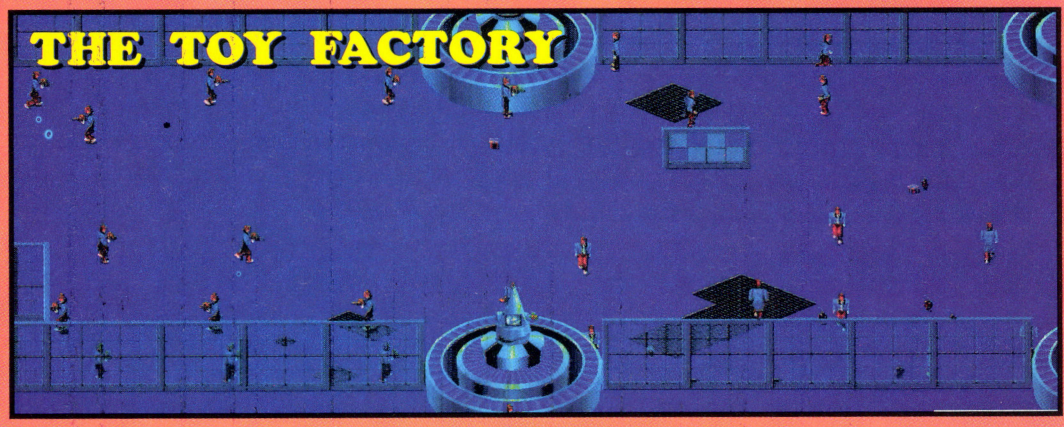
Use the hose to blind and wash out security cameras.



Tanks and Jeeps are just a few of the enemy security toys.

The status screen shows the number of cameras and foes.

THE TOY FACTORY



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WARPSPEED

ARIEL ARSENAL

PHOTON BLASTER

NEUTRON CANNON

WASP MISSILE

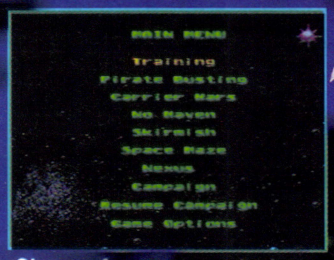
Twice as strong as a photon.

HAWK MISSILE

Twice as strong as a WASP.

NOVA MISSILE

Twice as strong as a HAWK.

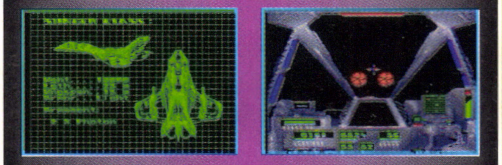


Choose from many missions, like an on-going campaign.

Use the scanner to warp and watch each sector.

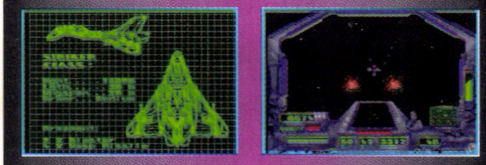
BATTLE AND EARN YOUR WAY TO BETTER SHIPS

CLASS 1 - STINGER



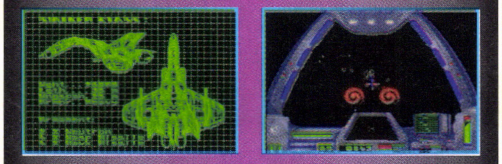
Weight: 10,000 kg Length: 25 m
Wingspan: 15 m Armor: Light
Bonus Pts req. - 0 (Basic Ship)

CLASS 2 - STRIKER



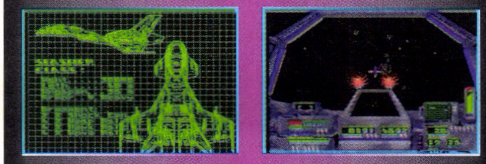
Weight: 15,000 kg Length: 30 m
Wingspan: 20 m Armor: Medium
Pts req. - Single: 5,000 Campaign: 7,500

CLASS 3 - STALKER



Weight: 25,000 kg Length: 35 m
Wingspan: 25 m Armor: Heavy
Pts req. - Single: 10,000 Campaign: 15,000

CLASS 4 - SLASHER



Weight: 25,000 kg Length: 35 m
Wingspan: 25 m Armor: Heavy
Pts req. - Single: 10,000 Campaign: 15,000

MEGA PREVIEWS

MACHINE	GENESIS
PUBLISHER	ACCOLADE
AVAILABLE	NOW
THEME	SIMULATION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	100%

OPTIONS

The game options available through the menu are: toggle music on or off, determine ship control, passwords for campaigns, and level select of expert or novice.

ORIGINS

This takes its basics from the first flight simulators. Originally only computer games, the world of 3-D dogfights is now coming to the home video game market. Warp Speed is similar to the Super NES version, with ships, weapons and fighting.

STORY

Earth has outgrown technological warfare and replaced it with space colonization. After their exploration, they learned to use black holes to transport across the galaxy. The only problem is that an alien horde took notice and has set its conquest sights on our planet Earth.

MACHINE	GENESIS
PUBLISHER	TENGEN
AVAILABLE	AUGUST
THEME	SIMULATION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6 MISSIONS
% COMPLETE	98%

OPTIONS

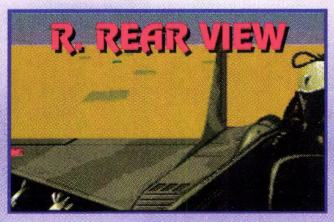
Most of the options are controlled in the game. There are several missions to choose from, but they are all based on your previous standing and passwords.

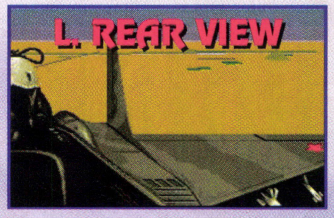
ORIGINS

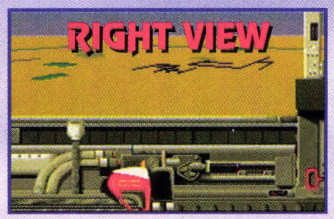
Like all flight simulators, it originated on the computer and made its way to the home video game market. Games like F-15 Strike Eagle and MiG-29 are a growing progression of the 3-D polygon simulators. Who knows what will be next.

STORY

The story changes for each scenario. Basically, there are a series of missions that involve destroying enemy ships and targets. Each mission lets you fly a MiG-29 plane with a full range of weapons. You must complete a series of tasks to fulfill the mission. You must not forget to refuel!

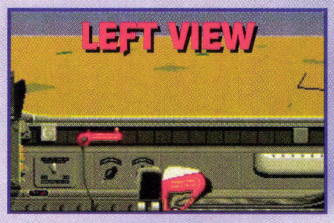


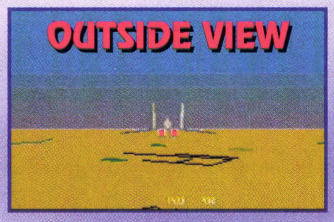


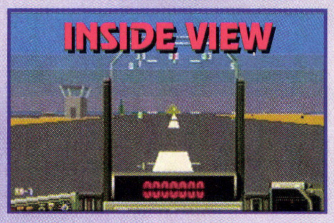


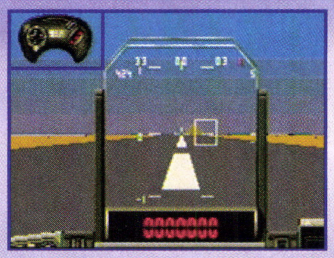
8 GREAT VIEWS

Get a real feel for the game with eight unique views. Play from the cockpit or head-on and even check the sides.



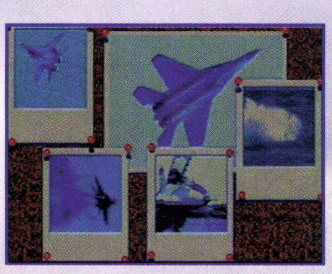






Complete training mode with controller instruction.

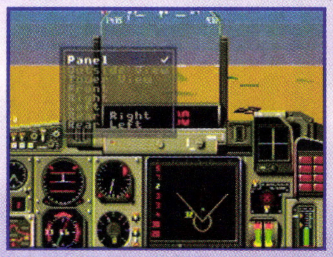
Lock onto your target and fire away with guns and missiles.



Death scenes are shown in full digitized color pictures.

TONS OF OPTIONS GIVE YOU FULL CONTROL

Change weapons at your will from the list above.



Get a bird's eye view of your surroundings, shown above.

Options galore, from maps, briefing, auto stability, etc...

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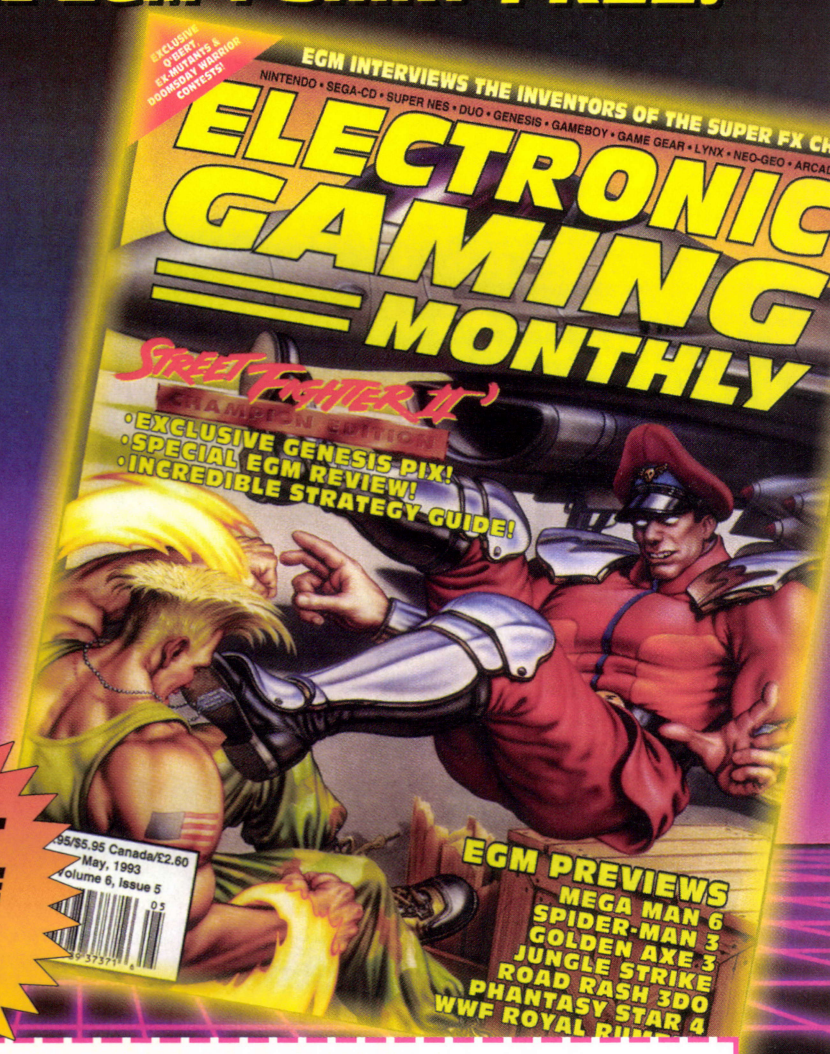
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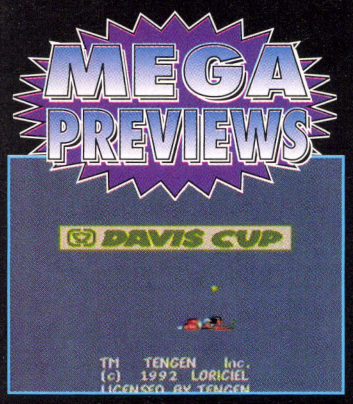


MACHINE	GENESIS
PUBLISHER	TENGEN
AVAILABLE	JULY
THEME	SPORTS
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	93%

OPTIONS

There are no start-up options in the game. There is, however, a variety of one-and two-player games as well as a practice mode and other on-screen options.

ORIGINS

Like other tennis games, this is another electronic interpretation of the sport. There have been several other tennis games for the Genesis but this one has taken things a step further with more detail and options than its predecessors.

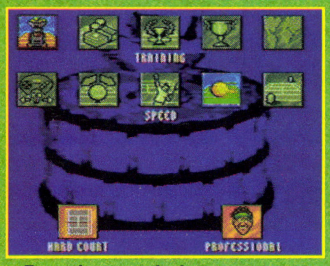
STORY

Among the unique features is the 3-D scrolling of the screen when you move left and right. Rather than a static field, the court seems to move with you. There is also an authentic English voice calling out the score. To top off the action, there are numerous players, options and game types.

DAVIS CUP

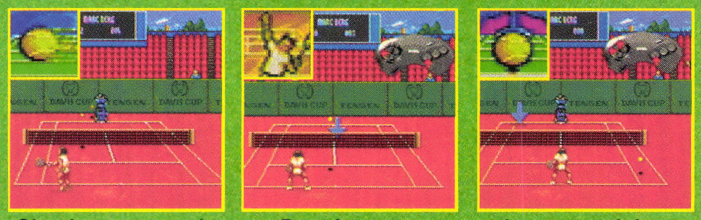
CHECK OUT THE VARIETY OF GAMES!!!

EXHIBITION TOURNAMENT DAVIS CUP CHAMPIONSHIP



Practice mode lets you test speed, accuracy and more.

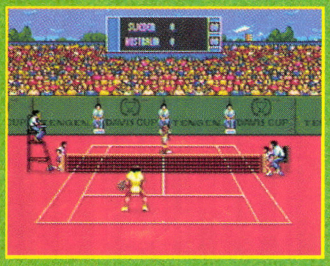
PRACTICE MODE



Check your speedy reaction time.

Practice your devastating serve.

Learn precision and ball control.

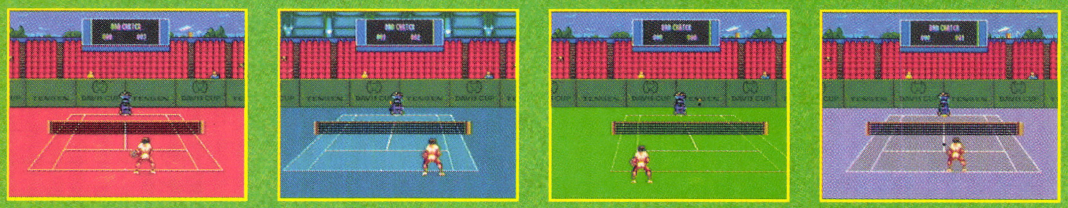


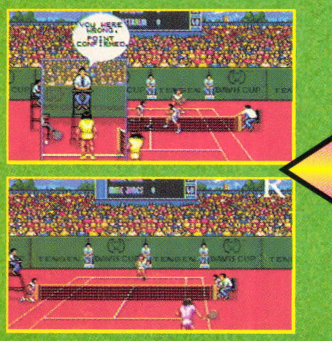
CHOOSE FROM SINGLES OR DOUBLES

Play against the computer or a friend in a singles match. In doubles, you can select the computer as your partner or have two players compete against the computer's team.

PLAY ON FOUR DIFFERENT COURTS

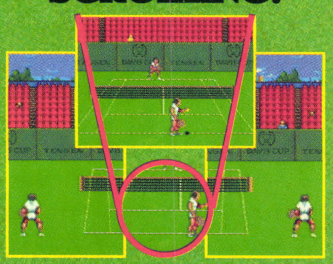
CLAY INDOOR GRASS HARD





Pause during play for options like contest a call and replay.

3-D SCREEN SCROLLING!



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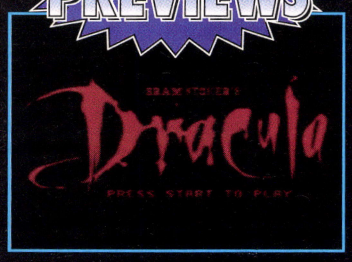


MACHINE	SEGA CD
PUBLISHER	SONY IMAGESOFT
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	95%

OPTIONS

As of now, there aren't many options to choose from. The only one is at the end of the game, where you can continue from the start of the last level you were on.

ORIGINS

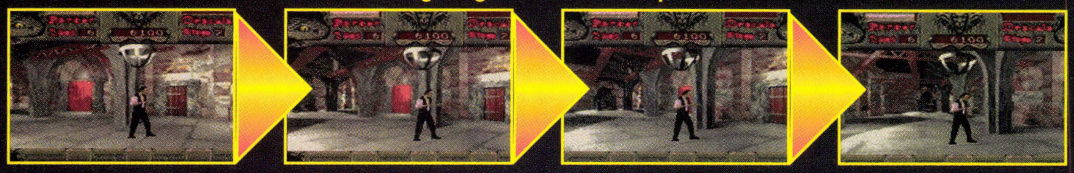
Based on the recent adaptation of the classic story, this is the Sega CD version of the title (there will also be NES, Super NES, Game Gear, Genesis and GameBoy versions) that uses live-action footage from the film and unique effects.

STORY

You assume the role of Jonathan Harker, a vampire hunter. Chase Dracula through seven eerie confrontations. You control a live-action character and he can perform a variety of moves and attacks. This game is an interesting attempt at putting video games and live-action together.

DRAMATIC CD SCALING AND ROTATION:

Several of the rooms in this game rotate 45 degrees or more, with flawless shadow manipulation and effective uses of lighting! Below is a sample of one such effect:



MASTER MY MANY MOVES: When Facing Right

Kicks (C Button):

Roundhouse
Press C Rapidly

Low Kick
Simply Press C

High Kick
↗ and Press C

Jump Kick
↘ and Press C

Punches (B Button):

Elbow
Press B and ←

Front Punch
Simply Press B

Right Cross
Press B Rapidly

Low Punch
↓ and Press B

Jumps (A Button) & Ducking:

Jump Up
Simply Press A

Side Leap
→ and Press A

Duck
Simply Push Down

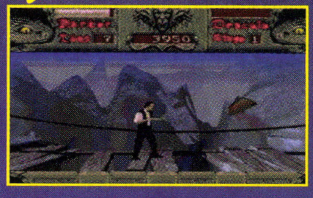
Vampire hunter Jonathan Harker can perform several attack moves using the three controller buttons! Some of these moves require buttons to be pressed rapidly, as well as movement of the joypad with the buttons!

SOME TERRIFYING SIDE-SCROLLING STAGES!

A Quick Peek at What is in Store for the Weary Vampire Hunter!

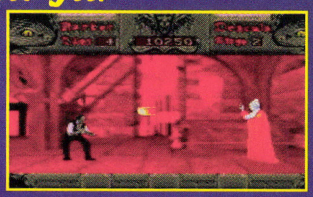
Stage 1: Wandering Through the Ghastly Countryside - Boo!

Wandering at night will test your fighting and jumping skills: bats and falcons attack you from every direction - use punches and kicks to deter them and watch your step in hazardous areas, like the old decrepit bridge!



Stage 2: Inside the Castle - Are We Scared Yet?

Inside an old castle, rats and spiders also join the attack! So do vomit-spitting zombies and murderous flying demons (left)! At the end of this stage is the sorcerer Dracula himself! He throws fireballs and has a shield!



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1. SNES / CONTRA 3
2. SNES / AXELAY
3. SNES / TMNT 4
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / SPACE MEGAFORCE
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / ZELDA 3
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / TINY TOONS ADVENTURES
15. SNES / BUBSY
16. SNES / CYBERNATOR
17. GENESIS / SONIC THE HEDGEHOG 2
18. GENESIS / X-MEN
19. GENESIS / STREET FIGHTER 2 CE
20. GENESIS / TAZMANIA
21. GENESIS / MORTAL KOMBAT
22. GENESIS / ALIEN 3
23. GENESIS / FLASHBACK
24. GENESIS / BULLS VS. BLAZERS
25. GENESIS / ROAD RASH 2
26. GENESIS / TERMINATOR
27. GENESIS / STREETS OF RAGE 2
28. SEGA CD / CD SONIC
29. SEGA CD / NIGHT TRAP
30. SEGA CD / SEWER SHARK
31. SEGA CD / WONDER DOG
32. SEGA CD / MONTANA FOOTBALL CD
33. TURBODUO / GATE OF THUNDER
34. TURBODUO / STREET FIGTHTER 2 CE
35. TURBODUO / LORDS OF THUNDER
36. NEO GEO / WORLD HEROES
37. NEO GEO / VIEWPOINT
38. NES / SUPER TECMO BOWL
39. NES / TURTLES 3
40. NES / SUPER MARIO 3
41. NES / YOSHI
42. NES / MEGA MAN 5
43. GAMEBOY / SUPER MARIO LAND 2
44. GAMEBOY / METROID 2
45. GAMEBOY / MEGA MAN 2
46. GAMEBOY / DR. MARIO
47. LYNX / NFL FOOTBALL
48. LYNX / SHADOW OF THE BEAST

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SEGA CD MEGA FILE

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	FIGHTING
MEGABITS	CD-ROM
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	100%

OPTIONS

Loads of options fill this game. At the menu you can choose from several controller configurations, number of players, music, sound effects, and points for extra lives.

ORIGINS

First there was the arcade hit. Then several versions came out on the home video game market. However, they weren't up to par with the original that made it such a success. Now in full sights and sounds, the complete version is here.

MEGA REVIEW

This is probably the best arcade translation that I've seen of this game. The graphics are very detailed and all the characters are in place. The music is cool and the sound effects are realistic. The game play is solid and the action is identical to the arcade. There's a little flicker in the two-player mode.

- Martin Alessi

94%

HAGGAR - STYLE: WRESTLING

Weight: 297 lbs
Height: 6.64 ft
The former wrestler is the mayor of a bad city. His daughter has been kidnapped and is being used to bribe him.

SPECIAL

THROW

LUNGE

HEADBUTT

CODY - STYLE: MARTIAL ARTS

Weight: 187 lbs
Height: 5.97 ft
Haggar's friend and the boyfriend of Jessica. He is a tough street fighter who is out for revenge on the gang.

SPECIAL

THROW

J. KICK

KNEE

GUY - STYLE: NINJITSU

Weight: 158 lbs
Height: 5.87 ft
A ninja master who is a friend of Cody's and is willing to lay his life on the line to save the beautiful Jessica from the thugs.

SPECIAL

THROW

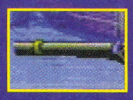
J. KICK

KNEE

WEAPONS AND POWER-UPS

SWORD

PIPE



KNIFE: As Cody, use it to stab; as others, use it to throw.

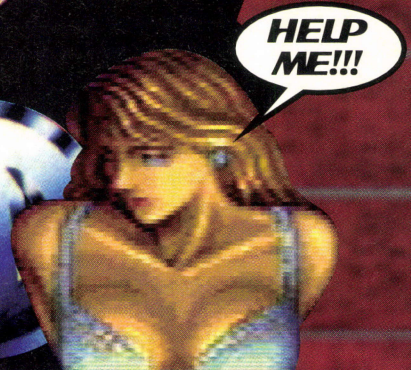
FOOD: Varies health

POINTS: Add to score

A friend can join in for thrilling two-player action.

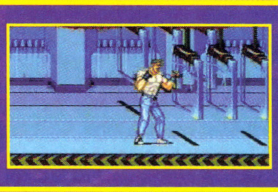
MANY WAYS TO PLAY

Kill as many enemies in a set time to sharpen your skills.



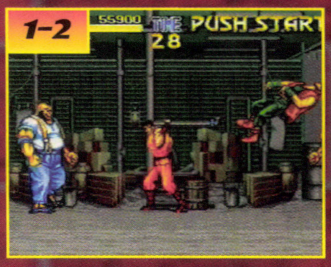
EXCITING BONUS ROUNDS!

Beat the car to pieces or break the ice blocks for fun and points!



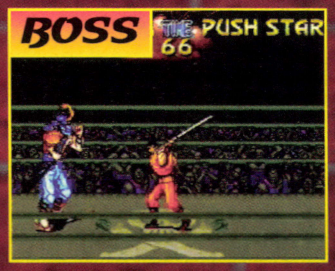
LEVEL 1: THE SLUMS

Battle in the slummy streets as you make your way through the danger to Damnd. He's big but moves slow and likes to laugh a lot.



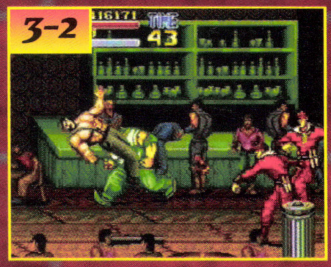
LEVEL 2: THE SUBWAY

Tough times on the train, as the thugs lead you on a wild ride to a wrestling ring. Take on Sodom by using jump kicks to get his swords.



LEVEL 3: WEST SIDE

Rumble in the gang-ridden city, roaming the streets and alleys at night . Confront the overgrown Edi E., the bad cop with a big gun.



SEGA CD

STORY

Haggar, a former wrestler, is now the mayor in a city gone bad. A ruthless gang has kidnapped his daughter to coerce him into complying with their evil scheme. With the help of his two friends, he sets out for justice.

GRAPHICS

MARTIN 82%	CD quality all the way, with good color and arcade-like screens.
HOWARD 89%	Graphics are clear and detailed.

AUDIO

MARTIN 84%	Sound effects and music are abundant due to its CD format. Crisp sounds and tunes fill the levels.
HOWARD 82%	

CONTROL

MARTIN 80%	Movements at certain times become a bit slow, but overall it plays like a pro with the control you need.
HOWARD 77%	

GAME PLAY

MARTIN 86%	Similar to the arcade version, the movements of each character are easy to perform and are effective.
HOWARD 85%	

MEGA REVIEW

I was really surprised by how close this is to the arcade game. Both graphics and sounds are directly from its stand-up counterpart. The moves and techniques are easy and work rather well. The only drawback is the slight sluggishness of the characters as they seem to be a bit slow. Still, a top action game.

- Howard Grossman

87%

SEGA CD MEGA FILE

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	HARD
LEVELS	7
% COMPLETE	100%

OPTIONS

There are options that let you adjust lives, difficulty, control layout, and whether you want music or sound effects. Best of all, you can perform the driving sequence alone!

ORIGINS

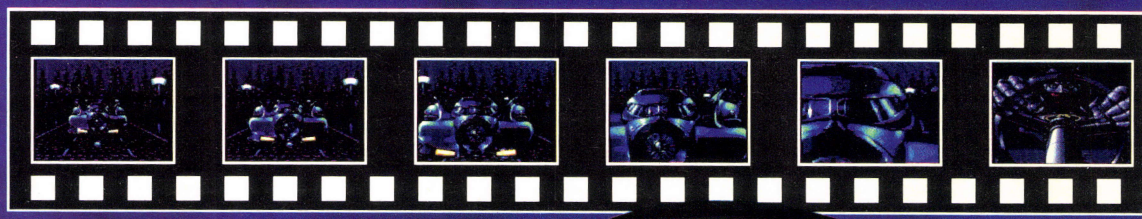
This title doesn't need its origins told! Based on the movie, this title uses music that is similar to that of the soundtrack. The action sequences are from the cartridge, but the driving sequences are where the new scaling effects kick in!

MEGA REVIEW

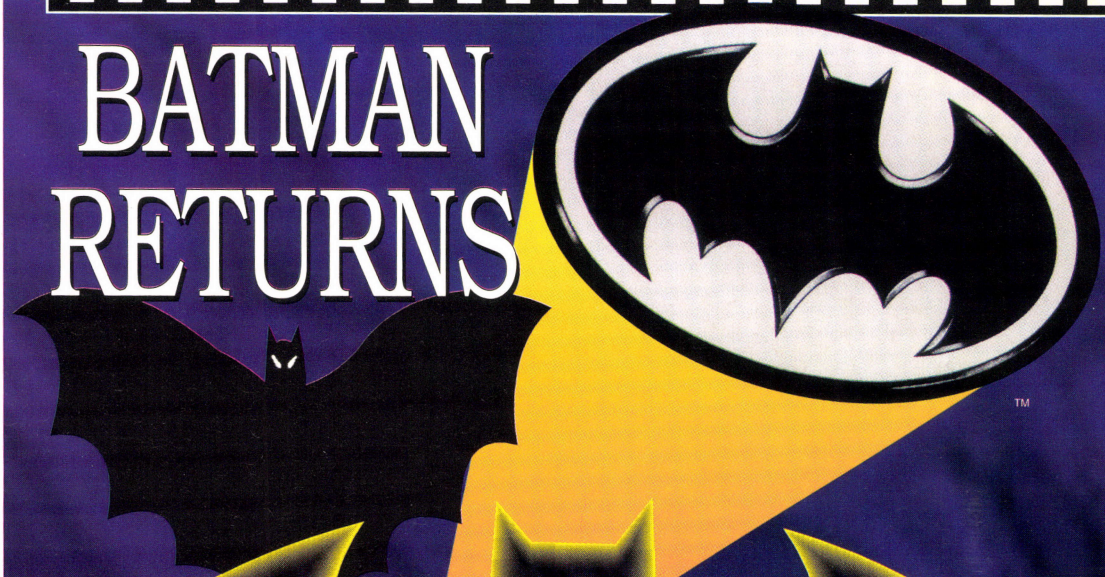
I have mixed feelings about this game. The driving scenes are really cool and the graphics are extremely well done. They are a bit tough, but once you've mastered them you'll get by with no problems. The action scenes are straight from the cart and are weak. The tunes are good but they're not enough.

57%

- Martin Alessi



BATMAN RETURNS



SURVIVAL SKILLS IN THE GOTHAM NIGHT LIFE!

Duck

Kick

Where would a Batman game be without a few little fighting skills? Well, here you have them! Look below to see what other skills you can use from your infamous Utility Belt!

Bat rope

Punch

Float

Sweep

Swing

Slide

ARE YOU MAN OR ANIMAL?! USE YOUR TOOLS!

Batarang

You can have this rapid-fire, but it does very little damage to the enemies.

Bombs

Aim carefully and launch this at the enemy! The explosion is devastating!

Bats

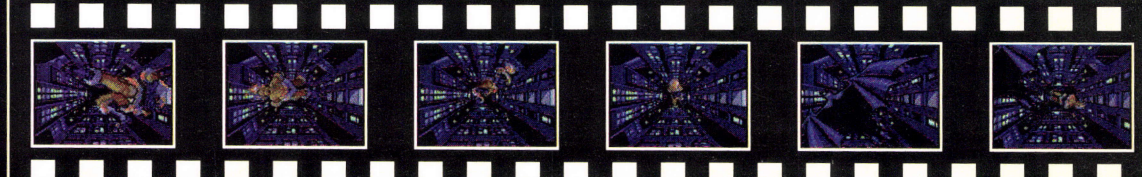
Throw your cape open to reveal a horde of bats that seek out the enemy!

Claw

A tough weapon that needs precision timing. Used for ranged attacks.

Batarang S

Similar to the batarang, but this one does more damage than before!



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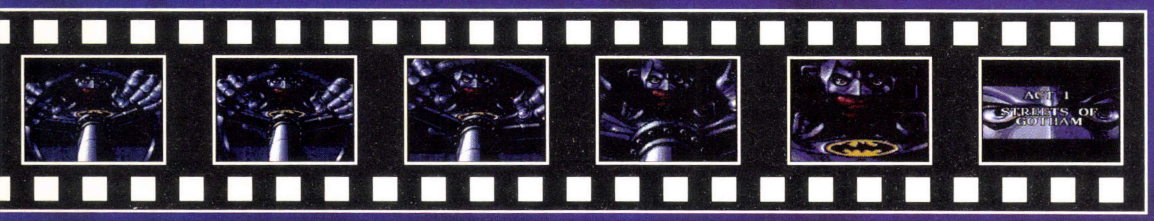


ACT 1-GOTHAM STREETS

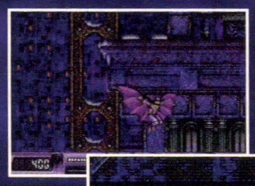
Clean up the streets using your missiles and great driving skills! After a short while, you will need to fight a fire truck boss!

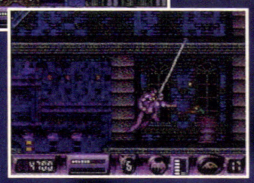
Watch out for bikes and the huge Jack-in-the-box truck!

Head into industrial zones and slam them into the sides!

ACT 1-2-THE ROOFTOPS

The rooftops are crawling with human vermin! Clear them out and head right to face the wrath of the Catwoman's whip!





Knock the thugs out of the cans by using all your skills!

The rooftops are treacherous with many pitfalls below!

ACT 4-WINTER DRIVE

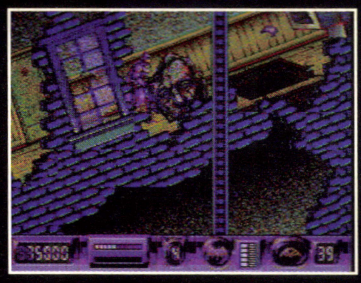
Time to head to the Winter Wonderland where the Penguin has his hidden fortress! Watch for statues and underpass walls.

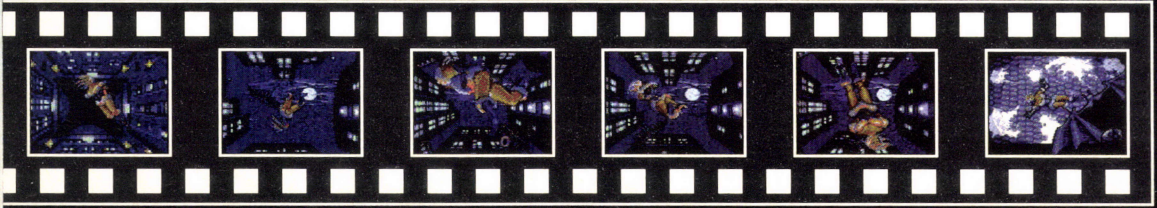
Statues will be at every corner to stop you dead!

Rip through the streets and battle in a creepy underpass!

FIGHT THROUGH MORE AWESOME LEVELS!

More levels will stand in your way! There are places like the house that is tilted to one side, other batmobile driving sequences, and even a batskiboat sequence that will boggle your imagination!





SEGA CD

STORY

The Penguin and the Catwoman are interfering with the welfare of Gotham City so that they can satisfy their own greed! Our hero Batman is out to stop them and restore hope and tranquility to all the people!

GRAPHICS

MARTIN 81%	Dark and eerie graphics are here. The driving scenes are where this CD really shines. Incredible!
HOWARD 83%	

AUDIO

MARTIN 75%	It's a CD game, so what else is there to say? Though it is not the soundtrack to the movie, it still is kickin'!
HOWARD 77%	

CONTROL

MARTIN 56%	The controls are somewhat complex, but they can be adjusted to whatever your fancy may be.
HOWARD 62%	

GAME PLAY

MARTIN 59%	Driving sequences handle quite well with little slowdown. The action scenes are sluggish and tough.
HOWARD 65%	

MEGA REVIEW

This is an example of a good game gone bad. It starts out really strong with some cool driving sequences but the action scenes are so cumbersome that they inhibit the enjoyment of the game. Also, the bosses have a nasty habit of killing you right before they die. This is annoying and makes it tedious to replay levels.

- Howard Grossman

68%

GAME GEAR MEGA FILE

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	4
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	13
% COMPLETE	90+%

OPTIONS

At this time, there are no options available. Unlike many games, this cart does not require an options select button because of its simple and straightforward nature.

ORIGINS

Land of Illusion plays a lot like its predecessor, Castle of Illusion. This second installment in the Game Gear Mickey Mouse series features even better graphics and improved overall playability. A great new title for a successful series!

MEGA REVIEW

Land of Illusion is by far one of the best looking, best playing Game Gear carts available. The graphics are colorful and detailed. The music is rather good for GG standards as well, and the game play is great. There are lots of techniques and plenty of things to do. This cart is a load of fun and is a must-have.

- Martin Alessi

94%

LAND OF ILLUSION

STARRING MICKEY MOUSE

Mickey's Helpful Items

Treasure Chest- This contains icons of various kinds.

Big Coin- Grab this huge coin and get tons of points!

Small Coin- This coin will give you those extra points.

Extra Mickey- Get a free life with this handy icon.

Magic Key- This key will unlock all the magic doors.

Barrel- Use this to stand on and to kill enemies.

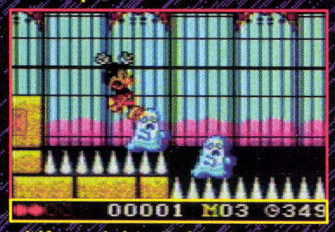
Magic Star- Gives you an additional power level in your life meter.

Piece 'O Cake- The cake gives you one unit of energy.

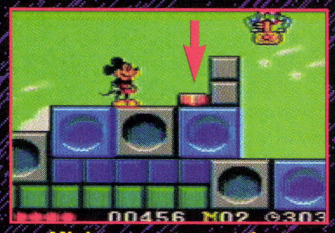
Rope- Allows Mickey to climb walls and scale cliffs.

Shrinking Potion- Lets Mickey shrink at will.

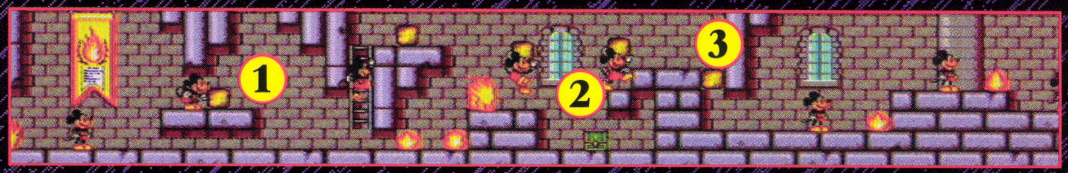
Mickey must use switches to open certain doors.



Life and time left are shown at the bottom of the screen.



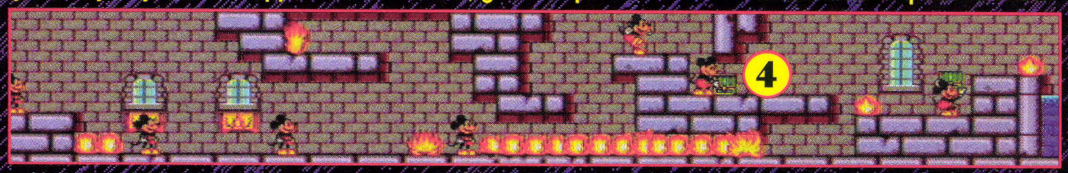
Mickey must use a foot switch to operate the crane.



1. Move the blocks out of your way or you'll be trapped.

2. Inside the chest is a big coin; get it for points!

3. Break through these stones with a quick bounce.

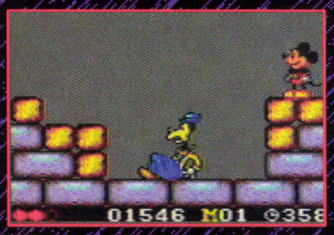


4. This treasure chest contains a small gold coin.

5. Hit this chest with the previous one and get a 1-Up!

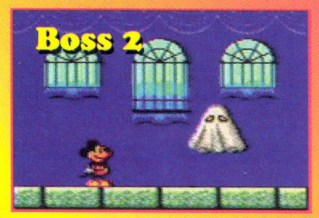
6. Get the cake from the chest and use the door to exit.

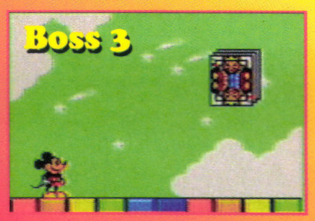
The Walt Disney Company

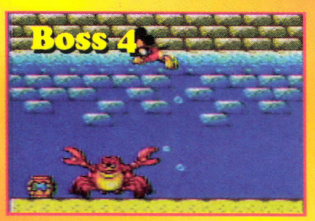


Mickey will have to defeat the bosses to rescue his friends.

Help Mickey Defeat These Scary Bosses!



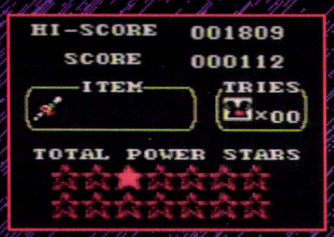




After finding the key, a door to the next level appears!

Position the spring in order to get to those high ledges.

Feed the snake a big apple so that Mickey can pass!



Use the stats screen to get some valuable information.

Mickey Can Do Many Cool Things!

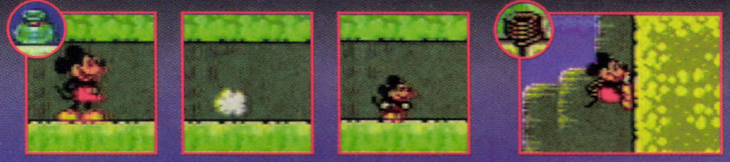
Spin!

Duck!

Carry!

Bounce!

Watch Mickey Gain Fantastic New Powers!!



Mickey can shrink at will--POOF!

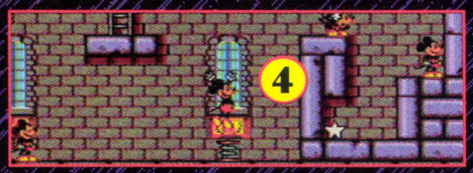
He climbs, too!

1. Bounce here to reveal a secret treasure chest!

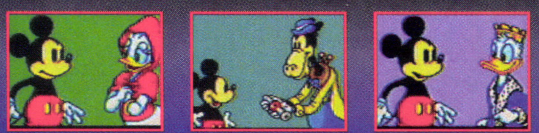
2. These fire-breathing dragons are dangerous!

3. This platform will drop into the lava so hurry up!

4. Use the spring to get the star and head for the door!



Some Of Mickey's Best Friends!



GAME GEAR

STORY

One night, our hero Mickey falls asleep while reading a book of fairy tales. He awakens in a strange land to find that evil magic has cast a dark spell over the population. What is he to do?

GRAPHICS

MARTIN 88%
HOWARD 90%

This game sports some truly amazing graphics for a hand-held game. Sega has done a commendable job.

AUDIO

MARTIN 81%
HOWARD 85%

The music is somewhat repetitive. Still, it adds to the adventure with its whimsical, cartoon-like quality.

CONTROL

MARTIN 90%
HOWARD 85%

Controlling Mickey is a blast. The special moves are easy to learn as well as easy to do. Go Mickey!

GAME PLAY

MARTIN 92%
HOWARD 87%

The movement onscreen is fluid and precise. The game features very little blurring and no slowdown.

MEGA REVIEW

This is possibly the best Game Gear game so far. There is a long quest ahead of you with a good variety of strategy and technique. The graphics are crystal clear and have good coloring. The sounds are decent for the system and add to the enjoyment. Good control tops off this great GG game. It's the one to get!

- Howard Grossman

90%

GENESIS MEGA FILE

PUBLISHER	ELECTRONIC ARTS
AVAILABLE	JUNE
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	9
% COMPLETE	50%

OPTIONS

You can choose which of the three controller buttons fires a certain weapon. You can also set the controls to move with momentum or without momentum.

ORIGINS

Sequel to Desert Strike: Return to the Gulf, the chopper returns in this cart that is twice the size: 16-Megs! This time you take on the Madman's son through nine intense levels! You'll also be in charge of controlling other combat vehicles.

MEGA REVIEW

Jungle Strike is an excellent sequel! I enjoyed this cart far more than its predecessor. The graphics have been improved with much more detail in the backgrounds and enemies. The addition of different vehicles to control also keeps the game play interesting. Some of the missions are really cool with lots of variety.

- Martin Alessi

AMMUNITION AND OTHER SUPPLIES:

These items can be found by themselves or hidden inside structures! Be careful not to shoot these items - they can be destroyed!

ARMOR: Restores all lost armor!

AMMO: Rearms your chopper!

RED CROSS: Gives an extra chopper!

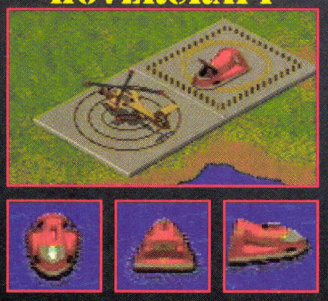
FUEL: Restores all lost fuel!

LZ: Land here to drop off people!

LADDER: Increases your ladder speed!

OUT OF THE CHOPPER: DIFFERENT WEAPONS

MX-9 ATTACK HOVERCRAFT



ARMOR: 800
ARMAMENTS:
GUN: 1000 Load; Power 3
ROCKETS: 50; Power 25
MINE: 9; Power 1000
Found on Mission 2, you need the hovercraft to get under the bridge! Use the craft to ram foot soldiers!

SPECIAL FORCES ATTACK MOTORCYCLE

ARMOR: 600
ARMAMENTS:
GUN: 1000 Load; Power 5
ROCKETS: 30; Power 25
MINE: 9; Power 1000
Found on Mission 5, use the motorcycle to lay mines and destroy armored vehicles and other tanks!

F-117A NIGHTHAWK STEALTH FIGHTER

ARMOR: 1200
ARMAMENTS:
GUN: Power 5
AIM-92S: Power 25
IRON BOMBS: Power 1000
Found on level 7, this aircraft has unlimited fuel and ammunition! It takes some getting used to!

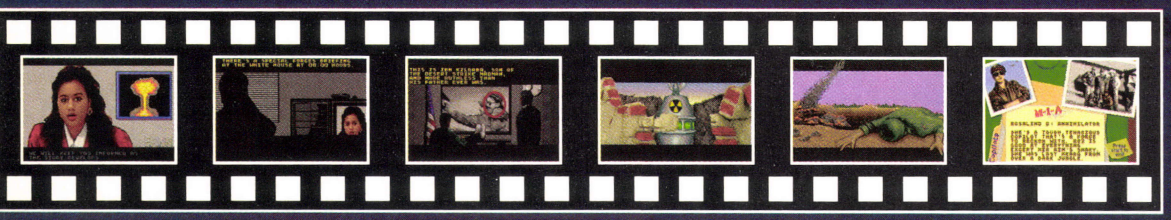
JUNGLE STRIKE

YOUR CHOPPER:
This is standard issue; veterans are familiar with it!

MACHINE GUN:

HYDRA MISSILE:

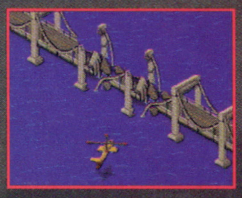
HELLFIRE MISSILE:



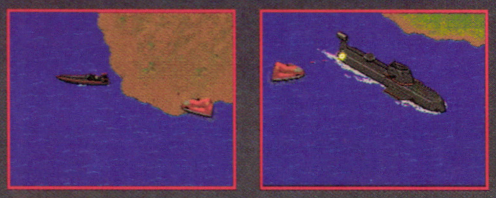
CAMPAIGN 1: WASHINGTON D.C.

Your duties include escorting the President, defending historical landmarks, and assisting police! Be careful not to destroy any important buildings here!

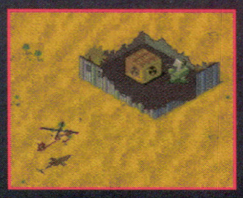
CAMPAIGN 2: SUB HUNT



Get the Hovercraft to cross under the bridge! Destroy the speedboats and recover the Uranium! Your final mission is to destroy a nuclear submarine!



CAMPAIGN 3: TRAINING CAMP



Retrieving nuclear materials is the key to Campaign 3! Blow open the large structures to reveal what's inside! Also look for tanks and destroy training camps!

CAMPAIGN 4: JUNGLE NIGHT

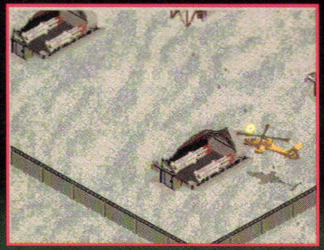
Taking place at night, there are many hidden menaces and targets! Detonating explosions will make some light, but it's a dangerous game of hide and seek!

CAMPAIGN 5: PULOSO CITY

Rescue the civilians and take them to the UN protectors! Destroy fuel trucks for extra fuel, and also use the motorcycle here to lay mines and destroy cars!

AND FOUR MORE CAMPAIGNS!

CAMPAIGN 6: SNOW FORTRESS



Abramn's tanks are the most formidable foes! Blow open store houses to reveal missiles that must be blasted!

CAMPAIGN 7: JUNGLE RIVER

Using the Stealth fighter, destroy numerous targets such as Patriot missile batteries! Watch for ground structures!

GENESIS

STORY

The Desert Madman's son, Kilaba, has combined forces with Carlos Ortega, a South American Druglord! All that's on his mind is revenge for his father's death. He commits several terrorist acts you must thwart.

GRAPHICS

MARTIN 84%
HOWARD 86%

The perspective graphics are well done with excellent detail on the chopper. Explosions are colorful.

AUDIO

MARTIN 75%
HOWARD 73%

The voice digitization is adequate, and the explosions and other effects are also a good compliment.

CONTROL

MARTIN 86%
HOWARD 83%

The controls are responsive and worked well with the perspective view. Fire buttons were also precise.

GAME PLAY

MARTIN 85%
HOWARD 87%

A challenging game with plenty of missions and enemies to keep one entertained. A good sequel.

MEGA REVIEW

This sequel to Desert Strike has gone beyond the original. There are more varieties of crafts to use and the graphics have been improved with sharp detail. There are lots of different missions like escorting, destruction and hostage rescuing. Sound is decent and there are plenty of tasks to keep you busy.

- Howard Grossman

85%

MEGA REVIEWS!!

The Sega Genesis/Sega CD/Master System/Game Gear Resource

The Review Crew's pick of the issue!

SEGA'S COOL SPOT

FEATURING

BLASTER MASTER 2, COOL SPOT, CYBORG JUSTICE, FATAL FURY, STREETS OF RAGE 2

BLASTER MASTER 2

A vile mutant horde has come up from the underworld to destroy humanity. It is your job to eradicate these freaks of nature. Armed with your specialized tank, you must blast your way to the enemy leader himself. Will you be able stop the rampage?

Sunsoft	Genesis	Action	8-Meg	June

DAVE — The original Blaster Master was loads of fun and this version isn't too bad. The weapons are pretty sparse and the music is repetitive, but at least there is some variety in the levels. **78%**

G.O.G. — I loved the original Blaster Master but this one came up a little short. It doesn't control well, and it gets difficult to use your gun. The bosses are laughable, but the rest of the game is OK. **69%**

MIKE — Hard to believe but the original NES version was better. The tough control and lack of weapons really hurt it. The different modes (ship or person) are a nice touch but it remains average. **60%**

BART — For some reason this cart doesn't do Blaster Master justice. The weapons don't have the same pizazz as the 8-Bit and the game doesn't play as well. Huge levels and lots of enemies. **52%**

COOL SPOT

Spot's friends have been locked up in cages everywhere from the beach to the boating dock and you must help him find and free them from their cells. It won't be easy: you must move through large maze-like areas filled with crabs, rats and other creatures.

Sega	Genesis	Action	8-Meg	April

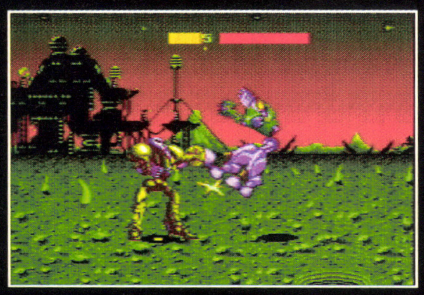
DAVE — What a great game! Combine a neat story line with awesome graphics, terrific sound effects, and exciting levels. The only drawback is the rough scrolling. Spot is just too cool! **92%**

G.O.G. — Spot looks good, and there is a lot of detail. It is a player's game, since it has lots of strategy and secrets. My only problem is with the scrolling, which is too rough on the eyes. **86%**

MIKE — Wow, see Spot go! There are great animations and colorful screens of the hilarious little guy. The sound jams with cool effects and a catchy soundtrack. This is one way-cool adventure. **90%**

BART — This is a great playing game! The control is near perfect and there is a lot of jumping and leaps of faith. The scrolling is a little awkward at times, but doesn't affect the fun too much. **88%**

CYBORG JUSTICE



Your ship crashed on an alien planet. After you were dragged from the wreckage, you were transformed into a mechanical warrior by the cyborg inhabitants of the alien world. Now it is up to you to deliver vengeance and unleash your "Cyborg Justice."

Sega	Genesis	Action	4-Meg	Now

DAVE — Cyborg Justice is a unique idea but the game seems kind of weak. The control can be difficult, too. This game is more fun with two players. It's not a bad game but it's not the best either. **78%**

G.O.G. — Definitely a cool concept. While the control takes getting use to, it can be a lot of fun. I do not like the missiles that fire out of nowhere. Better graphics would have been nicer, too. **75%**

MIKE — This is an interesting type of fighting game. The multiple body parts and techniques prove to be challenging and useful. The control takes a bit of getting used to, but the action is entertaining. **80%**

BART — I was not impressed by this cart. While there are a lot of options, the gimmicks wore off quickly for me. I was left with a mediocre robot fighting game with annoying controls and average looks. **58%**

FATAL FURY

After being crowned the best street fighter in Southtown, Jeff Bogard was murdered in cold blood by Geese Howard. With no one to oppose him, he took over Southtown. Now ten years later, Jeff's sons and their buddy seek revenge for the murder.

Takara	Genesis	Action	8-Meg	Now

DAVE — Fatal Fury is an okay game but needs work with its play control because the moves are hard to execute. The sounds and graphics are decent, but don't expect the Neo•Geo here. **67%**

G.O.G. — While it's not the Neo version, I like this one. The moves are difficult to do. My major pet peeve is that the two screen layers are not done well. You jump automatically. Very good. **70%**

MIKE — Unlike the Neo•Geo version this game suffers from difficult control. Moves are a bit erratic and difficult to execute consistently. Graphics and sounds are great but playability holds it back. **65%**

BART — Fatal Fury is an OK fighting game that will tide you over until Street Fighter 2 and Mortal Kombat come out. The moves are hard to perform, but the game is still quite good. **68%**

STREETS OF RAGE 2

Take the hit fighting game with you in the awesome Game Gear version. All the characters from the Genesis cart are here except Max. Plenty of powerful moves are at your disposal, but you'll need them all to defeat the many thugs! Are you good enough?

Sega	Game Gear	Action	4 Meg	July

DAVE — What an incredible surprise! SOR 2 is awesome! It has all the moves, animations, and even music of the 16-Bit version! If you own a Game Gear, you must pick this one up! **91%**

G.O.G. — This has got to be one of the best Game Gear carts. The control responds well, and the variety of moves is pretty good. The graphics shine on this system. Definitely a good buy. **89%**

MIKE — After playing the 16-Bit version, this just seems weak. Sure the moves and characters are all there, but the graphics and sounds just aren't. Characters are too small and blurry. **65%**

BART — A very good translation for the portable GG. The action gets to be a little hard to follow on the tiny screen, though. Good graphics and enough game play will keep you interested. **78%**

GAME OVER!

LEONARDO
BATTLE COMMANDER

DONATELLO
TURTLE'S CREATIVE GENIUS

LET'S KICK SOME SHELL!!!

The four fearsome turtles have finally reached the vile Shredder atop a tall building. Shredder is the deadliest foe the turtles have ever met! He will lob retro-mutagen globs, hurl flames, and shoot beams of energy at you. It will be a tough battle indeed, but you must get the Hyperstones back, or the city will remain a microscopic size forever!

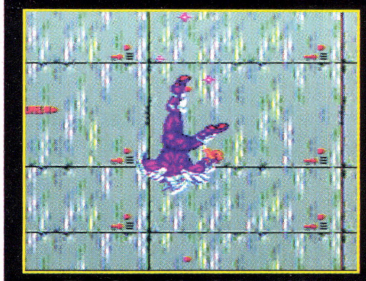
The best bet in defeating Shredder is to wait for him to flash with energy. This will signal one of his three attacks depending on the color. As soon as he unleashes his power, go all-out with your attacks. Keep on doing this, and the Shredder will eventually fall to his doom.

MICHAELANGELO
WILD AND CRAZY TURTLE

RAPHAEL
WITTY VOICE OF THE TURTLE

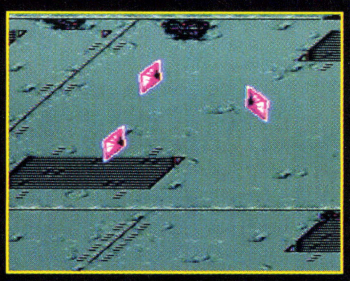
THE SHREDDER

The Shredder is one tough customer. His three attacks do a lot of damage, but his glow will give him away. A green glow indicates retro-mutagen. Don't get hit or you'll devolve, and lose a life. A reddish glow shows that he is going to throw flames, and a blue one means he will throw laser beams upward. When he attacks, dodge him and then retaliate. Keep hitting and moving to kill him!



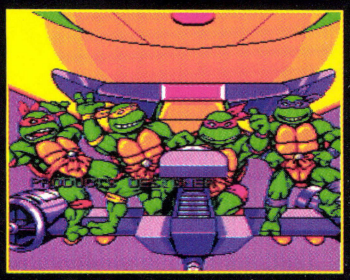
The Shredder falls to his seemingly untimely death.

TEENAGE MUTANT NINJA TURTLES®
THE HYPER STONE HEIST



The Hyperstones clink to the ground uselessly.

April O'Neil reports that the city is back to its usual size.



The Turtles fly about the town in victory, as the credits roll by.

[Important things to do:]

SAVE THE PLANET.

SAVE THE WHALES.

SAVE $50 ON A GAME GEAR™ SUPER SONIC SPORTS PACK.™

WELCO
METOT
HENEX
TLEVEL

Buy the Super Sonic Sports Pack and you'll get a color portable Sega Game Gear, a Deluxe Carry-All case, and two hit games—Sonic the Hedgehog™ 2 and The Major's Pro Baseball.™ Buy it for Father's Day. Buy it for graduation. Just buy it and you'll save $50. Hey, maybe you could use that money to help save some humpback. Then again, maybe you could buy Streets of Rage™ 2. It's your dough.

SEGA™
GAMEGEAR

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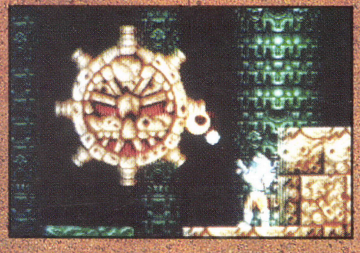
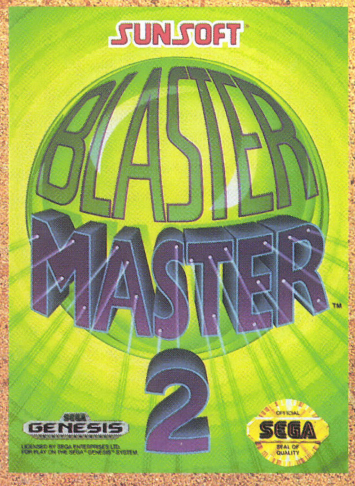
MUTANT SCUM NEVER LEARN!

Blaster Master 2 for the Sega Genesis takes you head first into the second wave of rabid mutants bent on destroying the Earth. Saddle up in S.O.P.H.I.A., your hi-tech tank, for a savage battle of survival. Use your arsenal of pumped weapons to send them packing.

Based on the smash hit game Blaster Master, Blaster Master 2 takes you past the next level to a new standard of intense action. Wreck-n-roll on the cutting edge of 16-bit technology.





- **16 ferocious boss encounters!**
- **Smoking arcade quality sound and graphics!**
- **Secret passageways!**
- **Fight in or out of your vehicle!**
- **Three modes of serious game play!**

Mind-blowing side views!

Incredible overhead views!

Serious zoom-view side screens!

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